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# Chronicles of Barsaive

by David Schibeci

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# Chronicles of Barsaive

*A Web Book*

**Written By David Schibeci**

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The following abbreviations are used when referring to FASA products.

**EG** Earthdawn Game Master Pack
**MA** Magic: A Manual of Mystic Secrets
**AW** Adept's Way
**B** Barsaive Campaign Boxed Set
**BE** An Explorer's Guide to Barsaive
**BG** The Barsaive Games Master Book
**BW** The Blood Wood
**CB** Creatures of Barsaive
**DE 1** Denizens of Earthdawn - Volume 1
**DE 2** Denizens of Earthdawn - Volume 2
**HO** Horrors
**LE 1** Legends of Earthdawn - Volume 1
**LE 2** Legends of Earthdawn - Volume 2, The Book of Exploration
**P** Parlainth: The Forgotten City Boxed Set
**P1** Parlainth: The Forgotten City
**P2** Ruins of Parlainth
**SG** Earthdawn Survival Guide
**SS** Secret Societies of Barsaive
**SV** Sky Point and Vivane Boxed Set
**SV1** Book 1: Barsaivian Vivane
**SV2** Book 2: Theran Vivane
**SV3** Book 3: Vivane Province
**SR** The Serpent River
**TE** The Theran Empire
**TH** Throal: The Dwarf Kingdom
**BL** Blades
**IN** Infected
**MB** The Mists of Betrayal
**PA** Parlainth Adventures
**RB** Earthdawn 1st Edition Rulebook
**SP** Shattered Pattern
**SV**A Sky Point Adventures
**TA** Throal Adventures
**TS** Terror in the Skies
**PW** Prelude to War

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# Chronicles of Barsaive

## Introduction

The Chronicles of Barsaive is a series of stand alone adventures. Each adventure details a race or region. When the adventures are interlinked they form an exploration of Barsaive. Each adventure is intended for three to six characters of first to third circle. To play this adventure you will only need the Earthdawn 1st edition Rulebook, however the Barsaive boxed set is highly recommended.

The background information for each adventure is very important as it provides the back bone to the adventure. These adventures were written to provide the players with a feel of some of the numerous people and places that make up Barsaive, and the background information is the Games Master's greatest tool.

According to the site this archive is generated from, several of the adventures in this collection have won awards.

Twilight Peaks: **Winner of the 1996 Gold Arcane Award for Best Roleplaying Adventure**
Blood Wood: **Winner of the 1996 Silver Arcane Award for Best Roleplaying Adventure**
Throal Mountain: **Winner of the 1996 Bronze Arcane Award for Best Roleplaying Adventure**

Each adventure begins with a synopsis of the action to take place. The section for starting the adventure provides methods to get your players in to the right location for the adventure to begin. The Plot supplies the actions and motivations of the NPCs, it may also include text to read to the players this text will be written in *italics.* The epilog has the results of a successful adventure, payment (if there is any), Treasure (again if there is any), and loose ends. Lastly is any background information for the adventure, and a list of NPCs that are used in the adventure.

The back of the book contains many of the characters suggested in each adventure. All Stat blocks are for Earthdawn 1st Edition. As much information as remains at the time of this archive is included.

# SERPENT RIVER

## Adventure Synopsis

The characters are hired by a Questor of Jaspree, Ceren, to recover some items located in one of the temples of Jaspree (located deep within Servos Jungle). Ceren believes that the temple is full of untouched treasure, and the lure of wealth is sure to drag the characters into the adventure.

But all is not as it seems, as while the characters are journeying down the Serpent River to the temple, a mutiny occurs on board the ship. After a few more incidents on board the ship, the characters arrive at De'la. Soon they are on their way through the jungle.

One night during their journey through the jungle the characters are attacked by a party of Invae, and the character's suspicions are increased. The closer the characters get to the temple, the more frequent the attacks. It seems that they have stumbled on something they shouldn't have, but what? When the characters arrive at the temple, and start to explore the ancient ruins, they find a lot more than they bargained for . . .

It appears that the temple is now the location of an Invae hive, intent on using it as a base for the conquest of the local area. The characters must defeat the hive, or these strange creatures will turn the characters into monsters.

## Starting the Adventure

The adventure starts off with the characters being hired by Ceren, Questor of Jaspree. More than likely the characters aren't going to be anywhere near Ji'tai, where Ceren lives, nor even now of his existence. The best way to introduce Ceren to the characters is to have them hired by a merchant to guard a caravan transporting goods from where they are currently located, within reason, to the Serpent River. This merchant knows Ceren, and introduces the characters to the T'skrang Questor.

## The Plot

### The Mission

Ceren will relate the following information to the characters:

*"I was researching some material in the Library of Throal, when I found mentioned a number of temples of Jaspree located along the Serpent River. I did not know of any such temples, and so my curiosity was piqued. After further research, I discovered there was one fairly close by, located in the Servos Jungle south of here. As a Questor of Jaspree, it is my duty to retrieve any holy items located in these temples. I have discovered three so far, but recovered nothing of value, looters having got there before I did.*

*However the latest temple I have discovered is located deeper into the forest, and I believe that looters have not penetrated it yet. I am willing to give you any treasure in the temple, as long as it is not holy in nature, as well as paying for any food and lodgings you require. If we find no treasure I am willing to compensate you for your troubles, depending on the nature of the mission, to be agreed upon at a later date."*

## River Voyage

Once the characters accept, the adventure has begun. Ceren will want to start the journey first thing tomorrow morning, and he will let the characters stay in the temple for the night. This will allow the characters to do any shopping before setting off on their voyage.

Ceren has hired a t'skrang river boat, the Swiftwater, to take them on their journey. Detail on the boat can be found in Background Information, and details on Captain Dariinaeus can be found on the character's section.

The journey isn't a long one, and would be even shorter if the characters traveled across land (but would be a lot more dangerous). The Swiftwater will travel from Ji'tai, near the Scytha Mountains, all the way to a village located on the river, in the middle of the Servos Jungle. If you refer to the map provided with Earthdawn, the journey starts at Ji'tai, moves eastward around Throal Mountain, south through Lake Ban and into the Servos Jungle.

The route specified above is approximately 770 miles long. Since the maximum speed of the river boat is 100 miles per day, the characters should arrive at their destination in about 8 days, depending on weather.

The river voyage is an important component in the overall adventure, and should not be skipped over. There are a number of key events which occur during the river voyage that will have repercussions further on in the character's adventures. It would be best to treat the journey in a fair amount of detail, a lot more than has been included below. This is because in the intervening times between the 'events' nothing much happens, but should be described briefly to give the characters a feel for the voyage.

## The Traitor

If you have read the Invae background information in **BG**, the connection between the worshipers of Chorrolis and the Invae is obvious. One of the t'skrang crew, Lou, is a member of the Order of Chorrolis, and does not want the characters or Ceren to disturb the Invae hive in the Servos Jungle before they are ready.

He has warned the Invae of the characters coming, and will try and stop them reaching De'la alive before the Invae have to deal with them.

## Sabotage

Sometime after the boat has left Ji'tai, Lou will strike. Since one of the most important resources the water casks that are stored in the cargo deck, Lou will place a measured quantity of poison in ten out of the twelve casks.

That same day two sailors will drink out of the casks, and almost immediately die on the deck. At this stage the crew will get suspicious, and the characters are going to have to help Ceren convince the rest of the crew that there isn't a plague on board. The characters are also going to have to quickly work out why the crew is dying at a rate of about two per hour.

If they look closely they will notice about two crew members per hour go down below deck. If they ask where they are going, they will be told to get some water. This should quickly give the characters the information they need, and they will have to get Dariinaeus to throw the water out. If they are close enough, the ship will turn back and get more water at Ji'tai, otherwise they will have to find another dock.

## Attack

River travel is still a dangerous mode of transportation, and this should be reflected in the game.

*An explosion cuts through the air like a knife. You spring out of your rooms, and dash to the top deck above. The first sensation you get is the smell of smoke filling you nose.*

*As you rush to the side of the deck you notice another vessel, fire cannons bristling on its sides. It clips through the water like a knife, slowing pegging back the distance between itself and the Swiftwater.*

*The crew bustle madly through the ship, breaking out fire canons and preparing them. It seems you boat is under attack from river pirates . . .*

### Mutiny

The characters are most probably going to be fairly suspicious after the first sabotage and might even try to investigate who poisoned the water (if they worked out it was poisoned). When Lou strikes for the second time they are going to be a lot more suspicious about a spy being on board. Instead of striking directly at the crew, Lou tries to cause descent through the ranks.

He will start suggesting that Ceren is a worshipper of Chorrolis, and the captain only follows him because they are lovers. He will continue spreading rumors like this, until the characters are faced with a mutiny.

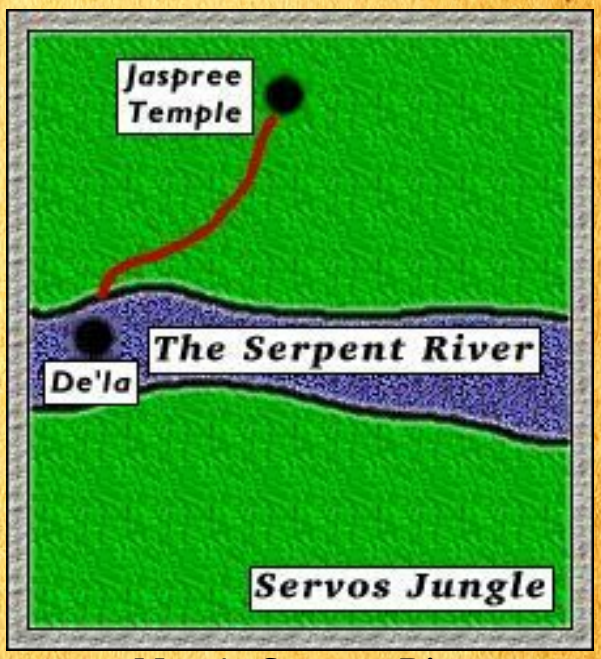
It is up to the Games Master to dictate how this section of the adventure is played out. Violent conflict is out of the question however, the character's best solution is trying to placate the crew. The characters, on the other hand, aren't going to be able to tell who started the mutiny as the crew is loyal to one of their own (that is how they see Lou) and since the rumors were delivered like Chinese whispers, they wouldn't be able to identify the perpetrator even if they wanted to..

### Travel to the Temple

Once the characters have arrived in De'la, the distance from the village to the temple is approximately twenty miles. Because of the density of the jungle, and the lack of any form of track or trail, the journey will take about three days (the characters traveling about eight miles a day).

Their journey, however, isn't going to be very peaceful. There is a group of Invae who are concerned about the explorers finding the temple that they are now using it as a headquarters for their surface raids.

Only the Invae attacks are detailed as they are the most important, but more encounters are encouraged, as the jungle is a place of death and danger, and this should be shown by the number of encounters. Some of the encounters which can be used are: Treasure Hunters, Chakta Birds, Crakbills, Crocodiles, Gorillas, Lizards, Monkeys, and Snakes.



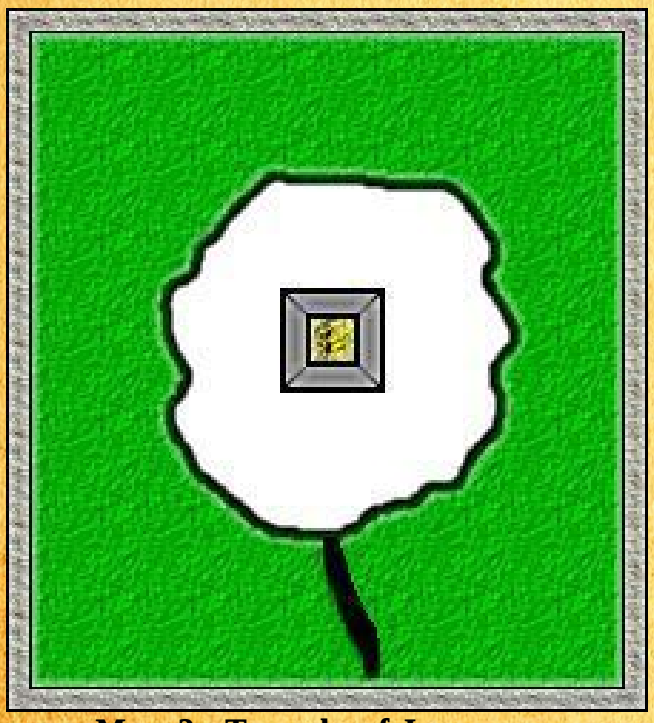

**Map 1 - Serpent River**

## Invae Attacks

The attacks by the Invae are the most important encounters, and cannot be left out. The Invae will attack one at a time, and about two to three attacks should be included. These attacks should be evenly spaced, occurring approximately once a day, and always at night. If the characters have a watch they have a fair chance of being warned. Statistics for the Invae can be found in the **BG** page 17 - 18.

## Arrival at the Temple

Below is a map of the layout of the area surrounding the temple. The temple is situated in the centre of a clearing, and the dark mark from the bottom of the map to the edge of the clearing indicates the trail Ceren followed.



**Map 2 - Temple of Jaspree**

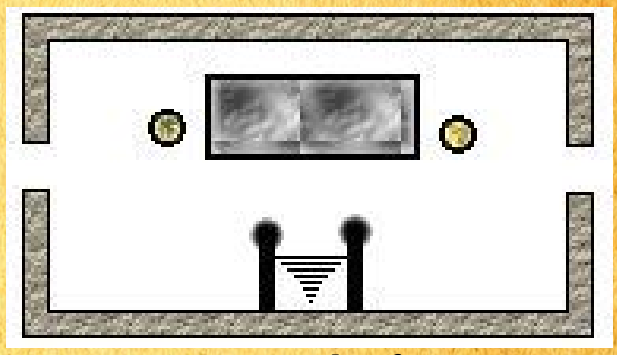
## Exploring the Temple

Once the characters arrive they have free reign over the temple. The Invae were warned of the character's approach by their surface contacts, which relayed the message via runners. The Invae were sent to intercept the characters, but when they didn't return at the pre-arranged time, their hive leader decided they were lost and the characters were on their way.

So the Invae went to work on returning the temple back to its original state to fool the characters, except for the Final Chamber.

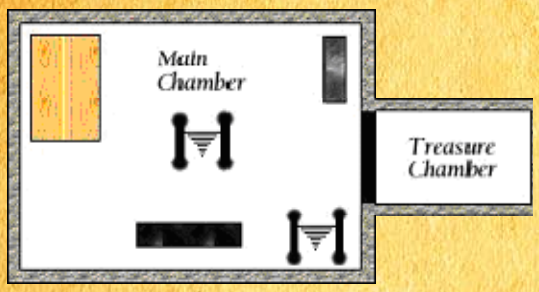
## The Temple of Jaspree

To get to the first level, all the characters have to do is walk the huge stairs leading to the very top of the temple. The temple is very similar in structure to an Incan temple, with the temple itself, on top of the pyramidal building. The first level is a small building on top the larger pyramidal building.



**Map 3.1 - Temple of Jaspree**
**First Level**

The first level was a place of worship. An altar is situated in the centre of the room, with two waist size pillars on either side. These pillars were to hold braziers of incense for rituals. A set of stairs lead down to the next level. The floor is fairly dusty, as the Invae are waiting for the characters, and have made it look like there has been no one here for hundreds of years.




**Map 3.2 - Temple of Jaspree Second Level**

### Main Chamber

The main chamber of this level was the high priest's quarters. It was situated here so the high priest could make sure none of his acolytes would run off in the night to have their way with some young, gullible female.

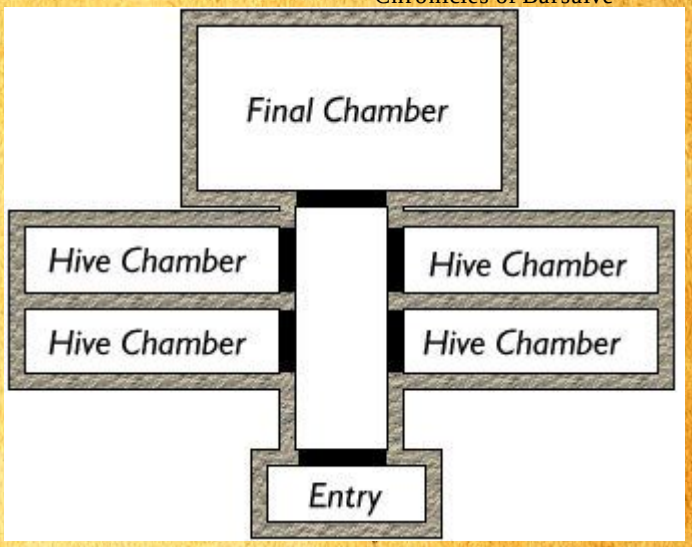
Now it has been restored to its former “glory”. The characters will find a single bed in the left corner of the room, made out of rotting wood, but not covered in much dust (hard to get in the level). There is a rotting, wooden desk in the south of the room, and the chair is now a pile of sticks. In the top right hand corner is a small miniature altar. The stairs in the centre of the room lead up.

The treasure room can only be opened via a secret word that Ceren knows and the characters will not be able to get to it. There is also a stairwell in the bottom right hand corner which hasn't been indicated which leads down to the Entry room of the next level.

### Treasure Chamber

This is where all the treasure is stored, and the characters will get this as a reward for ridding the temple of all the Invae (see Epilogue for details).

A black slab indicates a stone door which can be opened by pressing a green panel to the right of the door. The doors are magic, and have retained their power after all these years.




**Map 3.3 - Temple of Jaspree Third Level**

### Entry

This is the entry level to what was the acolyte's level, but is now empty and free of dust.

### Corridor

The corridor leads to all the other parts of the acolyte's level, and is the main passage way used by the Invae. There is a fair amount of dust scattered on the ground.

### Hive Chamber

These were the acolyte's chambers, and were converted for chambers for all the Invae, one Invae in each. Now the rooms contain a few pallets scattered through the room, and is covered in dust.

### Final Chamber

This is the last room in the level.

When the characters enter, they will only find a single Invae, who has been left to tell the characters of what is to come.

*"Non-Invae."*

*The voice comes from nowhere and everywhere, a sibilant whisper.*

*"Warning."*

*The air seems to thicken around you in tension.*

*"Die. All."*

*A figure steps forward, a shapeless*

*figure.*

*"Choice. One. Hive."*

*The hood of the cloak falls, revealing an insect-like head and two very large mandibles.*

*"Choice. No. Hive. Die."*

*"Time. No. Choice. Imperative."*

*The figure begins to shimmer, a mist creeps around it as it fades from your view, transporting somewhere distant. You only here its last words as a fading tone.*

*"Legends. None. Invae. Rule."*

Though a bit of an anti-climax for the characters, it does allow the Games Master to throw the Invae at the characters again, but when they are a lot more powerful to deal with hoards of them.

This is the last room in the level.

When the characters enter, they will only find a single Invae, who has been left to tell the characters of what is to come.

## Epilogue

### Success

Stunned at your meeting, you are shaken from your thoughts by Ceren's sigh of relief.

*"At last the temple of Jaspree is free from the clutches of those filthy insects. Please, follow me"*

*He turns and returns to the next level up. He walks to the eastern wall and softly mutters "Gelanon".*

*A section of the wall shimmers, then disappears. Through the newly formed doorway you see a room full of strange items.*

*"You have earned your reward, and I am happy there is some treasure for which I can pay for your services."*

### Payment

The following is a list of treasure contained in the vault. If the characters try to take any more than what is offered to them, Ceren will protest and say that the only things left are holy items, of no value to the characters.

**Treasure** : 100 Gold Pieces, Two Emeralds, Spike Bombs and Kegel's Sword.

**Holy Items**: Feathered Totem, Carved Ceremonial Staff with Jaspree's markings, Golden Chalice and Silver Plate.

Both the Spike Bombs and Kegel's Sword are patterned items and will require the characters to research their nature for them. These can be found in the

## Loose Ends

Once the characters have collected their share of the loot, Ceren will lead the characters back to De'la, another three day journey, and then back to Ji'tai. Once in Ji'tai, the Games Master can continue with Liaj Jungle . . .

## Characters & Creatures

All the characters statistics have been placed in the back of the book in the characters section except the Invae which can be found in the **BG** page 17 - 18.

- Berek
- Ceren
- Dariinaeus
- Invae
- Lou
- River Pirates

## Background Information

### Swiftwater: T'skrang River Boat

The following deck plans are for the t'skrang river boat Swiftwater. Though not essential to the running of the adventure,

they do provide the Games Master with extra information which can make the adventure more enjoyable. It can also be used as the basis for other t'skrang river boats, as most of them are similar in shape and design (though please customize them to show the uniqueness and flair of the t'skrang). For more information, refer to **BE**, pages 42 - 44.

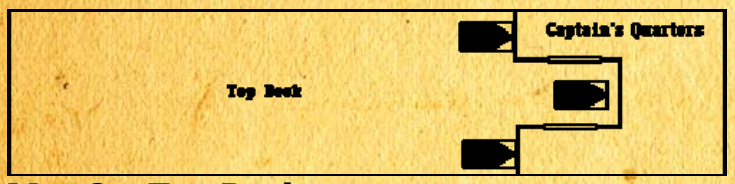
**Map 1 –Forecastle**

### Forecastle

This is where the captain controls proceedings, as the forecastle is the top most deck on the boat.

### Navigation Deck

This is where the controls to the boat are, and where the captain will be most of the time. The forecastle can only be accessed by two sets of stairs located on the top deck.




**Map 2 – Top Deck**

The first upper deck, or top deck as it is more commonly known, is the deck on which most of the action occurs, and the only one (other than the upper deck) open to the elements.

### Top Deck

This allows the crew access to the outside of the boat, and the passengers the chance to gaze at the majestic countryside as they travel along the river. The edge of the top deck is railed, with access via a gangplank (when docked) or via stairs from the lower decks. The stairs on the side only allow access to the forecastle (see below).

Cargo is often stored in the center of the top deck to facilitate it being loaded and unloaded quickly. Large tarps or sails are used to keep the cargo covered and anchored to the deck.

### Captain's Quarters

This is the captain's room, and only the two officers on the ship are allowed in here unannounced. The captain both works and sleeps in the same room, with windows looking out in all four directions.

**Map 3 – First Deck**

The first deck 'under' the boat is strictly for passengers, as it contains the guest rooms, kitchen and dining hall.

### Guest 1

This is the most impressive of the guest rooms, and is usually reserved for only the most prominent of dignitaries. There are two doors leading onto the balcony (not shown) one either side of the room. The room can be used for one or two people, as there is a double bed.

### Guest 2 - 9

These are where the guests stay, and are more modestly furnished than the first room. They are larger than the crew's rooms, and also have doors leading out onto the balcony (not shown). All rooms are single person.

### Corridor

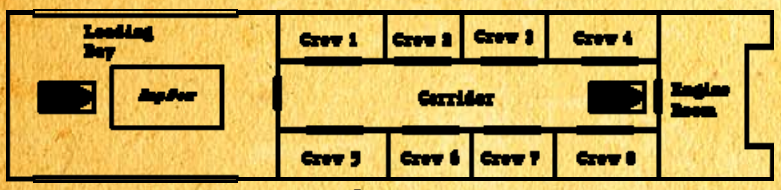
The corridor allows access into the guest's quarters, and the galley/kitchen.

### Galley/Kitchen

This is a combination dining hall and kitchen, with the main table lying nearly in the centre of the room. The kitchen is located on the 'bottom' wall in the diagram and is a fairly Spartan kitchen. There are enough sets

for the captain, his two officers, and all the guests.

There is also a set of stairs that leads up to the Top Deck.




**Map 4 – Crew Deck**

The second lowest deck is mainly for the crew, with the 'secret' engine room and loading bay also present.

### Crew 1 - 8

These are the crew's quarters, and though none of the doors have locks, it is considered bad form to go in one without permission. Each of the rooms is furnished according to personal taste, though there may be two t'skrang sharing a room.

### Corridor

The corridor allows access into the crew's quarters, the loading bay, and the engine room (it is locked!). There is also a set of stairs that leads up to the next level.

### Engine Room

For security reasons, no details can be given about this room. Suffice to say this is where the engine that powers the boat is located, and the door is constantly guarded. No non-crew member is allowed here under any circumstances.

### Cargo Loading Bay

This is an alternative place for cargo to go, as most of the cargo is stored below. Only lighter items are stored here, but the primary function of the room is as a loading bay. The two side doors open outwards to form gangplanks. This provides easy access to the cargo hold below via the trap door. There is a winch located at the top of the room to let the t'skrang lower heavy items down.

**Map 5 – Lower Deck**

The lower deck, or the bottom deck as it is more commonly known, is always under water (being the lowest deck of the boat). Thus it is mainly used to store cargo and supplies.

### Cargo Hold

As the name suggests, any cargo the boat is carrying is stored here, in the lower deck. Access to the deck is normally granted through the deck above (upper deck - third level) through the loading bay. Smaller items can be carried in, but larger items must be taken through the side loading doors, into the loading bay, and through the hatch via the hoist.

Supplies for the voyage are also stored here, nearer to the paddle, and clearly sectioned off from the cargo. The cargo is normally not divided, as this large area allows cargo of almost any size to be stored. The six black circles shown on the diagram above indicate wooden pillars to prevent a ceiling collapse.

Lighting in the Cargo deck is limited to hand held light sources. Individuals found in the Cargo Hold that are not crew are often taken to the ship's captain for discipline.

# LIAJ JUNGLE

## Adventure Synopsis

The characters will have returned to Ji'tai with Ceren, as he will require their services to protect the holy items he has in their possession. However when he returns home, with the characters in tow, he will find a very distressed windling pacing his house. The windling's name is Nybik, an old friend of Ceren's and a competent thief. Nybik will tell Ceren and the characters, after Ceren has vouched for their integrity, that all the windling children in his village have been stolen. After much pressing, Ceren and Nybik attempt to persuade the characters to help.

The ever increasing party travel west to Vors, a largish town situated on the edge of Lake Vors. The town mixed community of elves, windlings, humans and dwarves with a few t'skrang, orks and trolls thrown is as well. The most unusual aspect is that the windlings live in an almost permanent community, unusual for their race, and work well with the rest of the townsfolk.

After a little investigation, the characters are able to piece together what happened in the village, almost a month ago when the characters arrive. It seems that the children would disappear in small groups, normally not unusual for windlings, but for these windlings it is very unusual. These groups of children all went to the park, the natural meeting area for their mischievous children, and never returned. The characters should be smart enough to wait out in the park, and capture the slave trader who is kidnapping the children.

The trail does not end there, as the trader had been specifically told to steal windling children from Vors, and take them to a town south-west of Vors. The town, called Kesmerak, is near the Liaj Jungle and the trader takes them to an inn. The innkeeper does not know, however, who is his master as has been given messages under his door, with instructions on what to do. He does know that his employer lives somewhere in the Liaj Jungle, as he is more often than not told to leave the children on the edge of the jungle, and someone collects them soon after.

The Liaj Jungle is described in **BE** as "dense" and "sparsely populated", however it poses a number of dangers. These include the Great Dragon Usun and a number of predators, such as tigers, lions, bears, giant snakes, lightning lizards, storm wolves and giant serpents. The character's biggest problems are going to be the Tamers, a two hundred strong tribe of elves and humans. The characters can either win their trust, or try to avoid them all together.

If the characters look carefully enough they will find a safe house filled with the children. If they explore around the house, they will find that it is located near some strange structure, which can be only entered through small holes along the sides, small enough so only windlings can pass through them. The windlings, the characters will find, have been controlled by placing magical amulets on them so they can't leave the border of the surrounding area. They spend all their time collecting stones from the structure: small, grey and unobtrusive. The characters also find a message, containing instructions on how to remove the amulets and . . . a warning.

Usun, the great dragon, has also been watching, and he too gives the characters a piece of advice.

## Starting the Adventure

The following description is written to trail the Serpent River section seamlessly.

*After collecting the treasure, you make your way back out of the temple. The journey back to the shore takes three quick days.*

*When you arrive at the beach, the t'skrang sailors are there, lounging around the boats. When they see you break from the tree lines they let out a ragged cheer and you are soon surrounded by a dozen beaks, all eager to here your tales. Ceren, of course, will have none of it and you are soon on your way back to De'la.*

When the characters arrive back to De'la , Ceren will take them back to the inn where they first stayed in on their first stay in De'la. Ceren will want to return to Ji'tai as soon as possible, but he won't mind staying a few days. He will be very stressed if the characters wish go their own way at this stage and inform them that the return journey was part of the contract.

The Swiftwater will return along the very same route as in the Serpent River section. If you refer to the map provided with Earthdawn, the Swiftwater will travel from De'la, north though Lake Ban, westward around Throal Mountain and up to Ji'tai, near the Scytha Mountains.

The route specified above is approximately 800 miles long. Since the maximum speed of the river boat is 100 miles per day, the characters should arrive back to Ji'tai in about 8 days, depending on weather.

The journey back is not important as was the journey to De'la, but encounters can be provided. River travel is still a dangerous mode of transportation and an encounter with Pirates is always useful when characters are traveling by river boat.

## The Plot

### Ji'tai

When the characters arrive at Ji'tai, read the following description to give the characters a feel for what is to come.

*On the eighth day out of De'la, a sense of anticipation seems to fill the air. It seems the day of your arrival is at hand. One t'skrang, a grim faced sailor, seems to glance in your direction ever so often. When you approach him, however, he disappears.*

*Your curiosity is soon lost as Ji'tai comes into sight . . .*

The grim t'skrang is Lou, and he hasn't forgotten the characters.

The first place Ceren will go is home.

*After bidding the captain of the Swiftwater goodbye, you disembark from the ship and return to the Temple of Jaspree. The temple, a wooden building, is dome-like in shape, is just as you remembered, nestled in a secluded park in the centre of the town.*

*Ceren opens the door, and invites you inside.*

However he is going to find that he has an unannounced guest.

*"I was thinking about the items you have, and perhaps I know someone who may be able to help."*

*Ceren guides you towards the sitting room, all the while continuing to speak.*

*"I have a friend who lives in Vors who is a weapon smith, and from what the librarian told you the balls are 'spike bombs', some sort of weapon I assume. He will be able to - "*

*Ceren opens the door to the sitting room.*

*"- guide you in the right -"*

*You follow*

*"- direction."*

*You are not alone.*

The librarian mentioned above is Grant S'tone, the librarian of De'la. The characters most probably went to see him to get the items identified, but if they didn't you can modify the passage accordingly.

### A Desperate Windling

The other figure in the room is Nybik, and old friend of Ceren's. If necessary, Ceren will calm the characters down, but otherwise Nybik will start with his story almost immediately. Ceren will definitely, however, have to calm Nybik down and this is how he should be introduced.

It is important to note that Nybik is going to be very distressed at the children's disappearances, as windlings are very protective of their children.

*"I should really begin at the beginning, and move on to the end, but there is so little time really. But - very well - beginning to end.*

*"I and my kind have being living in Vors; a small town on the shore of Lake Vors, for hundreds of years, and it is there where we weathered out the scourge. This is, you should note, unusual for windlings, who are creatures of change. We are constantly moving from place to place - but that is neither here nor there.*

*"Our community has become one with the community of elves, humans and dwarves, and we have relied on each other for both support and protection in these dangerous times. Thus we are more lax than we would if living as a separate community.*

*"What I am trying to say is . . . our children are disappearing."*

At this point Nybik will break down and start to cry. Ceren will make him a cup of seaweed tea, and after a few minutes Nybik will continue with his story.

*"I am sorry, but these last few days have really . . . got to me."*

*Nybik starts pacing the room, hands fidgeting.*

*"I need your help Ceren, and you friend's help if they are willing. We must find our children, and bring them home."*

*He turns to look at you, blue eyes gazing deep into your very soul.*

*"Will you?"*

At this stage the characters may wish to ask a few questions. Nybik will tell the characters all he knows, but will be impatient to leave at once. Ceren accepts at once and presses the characters to help as well.

He offers to pay for traveling expenses, and when they arrive at Vors he will arrange for the characters to see his friend who can help the characters unlock the secrets of their treasures.

### Journey to Vors

Once the characters have accepted to help in Nybik, the journey begins. The characters first destination is Vors, and Ceren will suggest that the best way to get there is by river boat. He would suggest the Swiftwater, but unfortunately it left dock soon after the characters disembarked.

This time the characters are going to journey on the River Heart, captained by Sterox the t'skrang. The journey from Ji'tai to Vors is about 800 miles, and will take the

characters about eight days to reach there. One encounter has been provided below to add a little excitement to the journey, and break up the monotony of the river.

## Dangers

The characters' journey is going to be interrupted by a flock of Terok Birds who are after . . . Nybik. The birds have been sent by the person behind the kidnapping, to make sure that Nybik never returns. Lou, from the previous adventure, has been guiding the birds to the River Heart, as he is in league with the kidnapper.

## Arrival in Vors

Once the characters have arrived in Vors, Nybik will immediately take the characters to the Vors Travelers' Lodge, which is his home and he is trying to restore (see above). This means that he will have rooms suitable for almost any sized character.

Nybik, once he has the characters settled down, will go off to get Lera, the windling community leader. Once he has arrived, the characters have been fed, Lera will tell the characters of current events.

*"I should bring you up to date on current events. So far forty-four windling children have gone missing in the past three weeks; the latest two were this morning. If you'd like I'll take you to see Anak and Tana's parents, the latest two to have to suffer."*

When the characters see Anak and Tana's parents they will tell them what happened. It is a non-school day when the characters arrive, so the children had organized to meet with some friends in the market place for the morning. They were supposed to have lunch with their parents at a small restaurant, so they could keep an eye on the children, but they never arrived.

## Fresh Trails

The character's best bet would be to track the movements of the latest victims Anak and Tana, the son and daughter of two prominent windlings. If they interview the parents, they will find out that the children were kidnapped on the day of the character's arrival, and they raised the alert when the children hadn't met their parents for lunch.

It is a non-school day, so the children had organized to meet with some friends in the market place for the morning, and have lunch with their parents at a small restaurant (so they could keep an eye on the children). The first place they would have gone is the candy shop:

> Bui, the candy shop keeper, will tell the characters that the children will often come to the candy shop to buy some sweets. Today was no different, and the two children, and about four of their friends, came and bought sweets. He will also say if they follow their normal plan they will go to the bead seller next.
>
> The human bead seller, a strange and often incoherent lady, will tell the characters that the children did in fact come to look at here wares, but they didn't buy anything. If they ask, the lady will say she doesn't know where they have gone, but they will either have gone to the general store, if they have errands to run, or the herbalist.
>
> The dwarf herbalist hasn't seen the children today, which he believes is strange, as they always come to buy a few things.
>
> The general store keeper, Turdy the Troll, did see the children as they came in to run a

few errands for their parents. They also bought some cakes and said they were going to the park to eat them.

This should lead the characters to suspecting that perhaps all the missing children were last seen in the park.

### Past History

Another thing the characters can do is investigate the past disappearances. They will find that the windlings are very meticulous about their note-keeping, and have kept records on all the missing children.

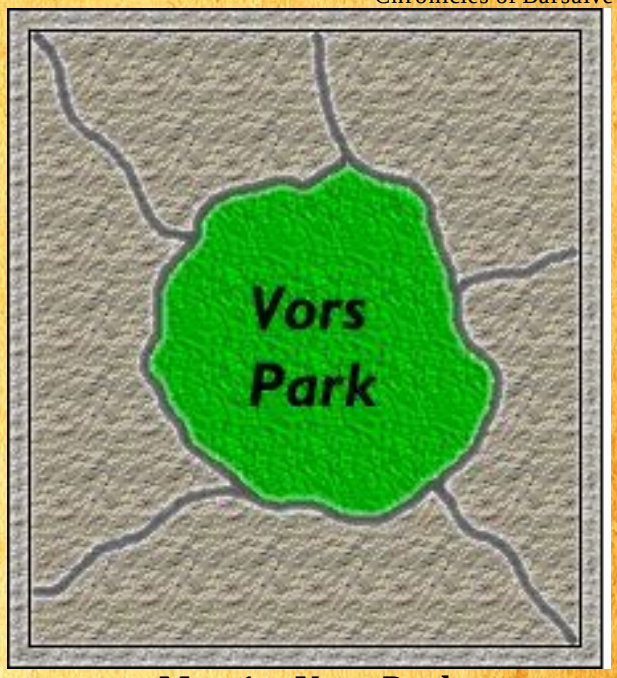
Over the three week period that the children have been going missing, there has been a total of forty-six disappearances, two in the first three days, six in they next eight, twelve in the next eight and twenty-four in the last eight not including the two most recent.

The first two children went to the park at night, which should seem unusual, and the rest of the children went to the market place and never came back. This should once again point to the park.

### To Catch a Thief

Vors Park is located in the centre of Vors, and is the favorite playground for children of all races. Families often meet in the park to picnic and catch up on old times, so it seems as if the park is never empty.

Eventually the characters are going to work out that their best course of action will be to stake-out the park. The can do this in a number of ways, the two most obvious being hiding in the bushes or pretending to be patrons of one of the nearby inns (several of which provide a good view of the park).




**Map 1 – Vors Park**

If they do stake-out the park, the characters will notice a strange man keeping to the bushes. If they wait a little while, they will also notice that windling children stray towards the man, while others stray away. The man is using a magical device to attract windlings which was given to him by his employer, the inn keeper at Kesmerak. It is a small blue box, which is activated by placing a hand on the red metal place on the top side.

Eventually the man is going to make a grab for the children, and it is at this time that the characters should make their move. The man, Wallace, is not very quick so the characters should catch him easily. He will not fight back, as he is more used to catch frightened children than tackle real adversaries. If the characters question him, he will tell the characters all he knows.

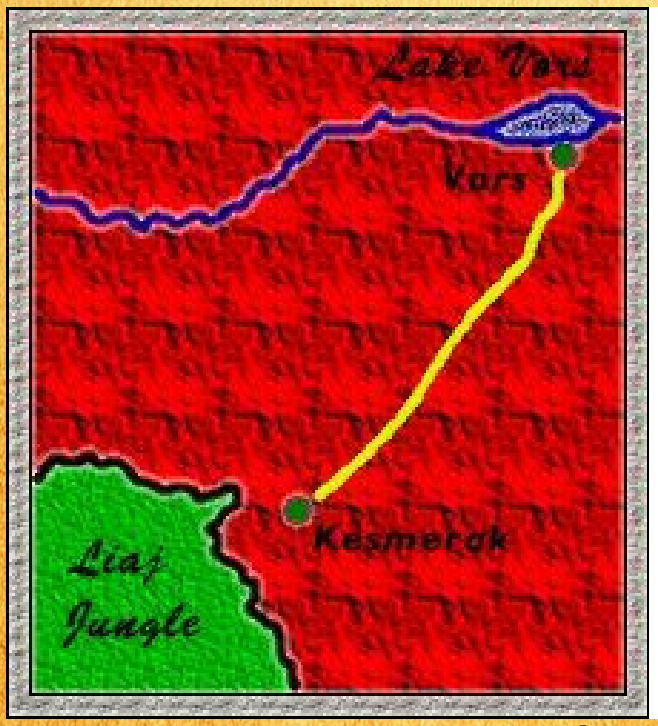
*"'T'was not I, my lords, who wished these here children kidnapped. It was another. I was just hired by an innkeeper in Kesmerak, a few days south-west of here. He says he has a friend who needs windling children, and will pay ten gold pieces a head. It be a deal too good to refuse and I says I shall do it. And so I am here."*

Once the characters get all they need out of Wallace, they should turn him over to the authorities. The innkeeper's name is Haemic, and the name of his inn is The Speckled Tiger.

## The Journey to Kesmerak

The journey from Vors to Kesmerak will have to be undertaken overland. If the characters are riding, it will take them approximately one week to arrive in Kesmerak (assuming 40 miles per day) or 11 days on foot (assuming 25 miles per day). The distance from Vors to Kesmerak is approximately 290 miles, so this can be used to work out exact distances. The map below shows approximate locations of Vors and Kesmerak in relation to one another.

The journey should be fairly easy, but to spice things up, an encounter can be provided. The characters should learn quickly that ork raids are a common occurrence throughout the lands of Barsaive. An encounter would re-enforce the point.




**Map 2 – Journey to Kesmerak**

## Arrival at Kesmerak

Kesmerak, a disreputable place if you ever did see one. It is a shabby collection of huts and other ram-shackle buildings. For some reason you can believe that someone here might have something to do with the windling children's disappearances.

Once the characters arrive in Kesmerak, they will find that their arrival did not go unnoticed. Lou, once slave to the Invae, has it in for the characters and told the innkeeper the characters were coming. He was then sent of to see the mysterious kidnapper, Kesnok, so he could offer his services.

The characters primary worry, however, is going to be a group of thugs.

## Meetings

The first place the characters are going to have to go is to The Speckled Tiger, and to see if they can get any answers out of Haemic. Haemic is scar-faced ork who doesn't like being pushed around, but is more concerned about the 'local authorities'.

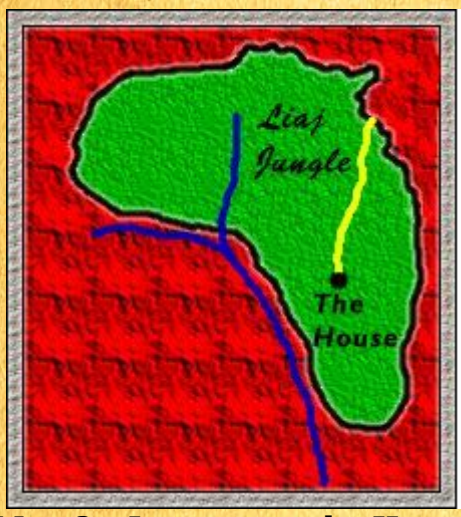
If the characters ask Haemic directly, he will deny any involvement in anything the characters say and try and ignore the characters as much as possible. If the characters push him too hard, he'll get violent and start smacking the characters up.

The best way to get information from Haemic is to pay him a handsome sum of money, and he'll happily spill the beans.

*"Me be given messages under door. Say need children, windling children, and pay good price. Fifty gold pieces a head. I hire man to catch, and pay him half. I then get messages to take children to edge of Liaj Jungle and leave them there. Me not know where they taken, but there is path that leads through jungle. If I come back, children are gone."*

## Travels

(The characters aren't going to have much to go by, but it is all they have. If they paid Haemic enough he will show the characters where he is told to leave the children, and will point out the path.




**Map 3 - Journey to the House**

The map above shows the path, which does in fact lead to where the children are taken. If will take the characters about two to three days to get to the house, depending on how fast they can walk (by horse will actually be slower to get through).

Two encounters have been suggested below to make sure the characters don't feel like the journey is going to be a walk in the park. More can be added, but too many will detract from the atmosphere. One is with the Traders that inhabit the jungle, and the other is with a wild beast of the Games Master's choice.

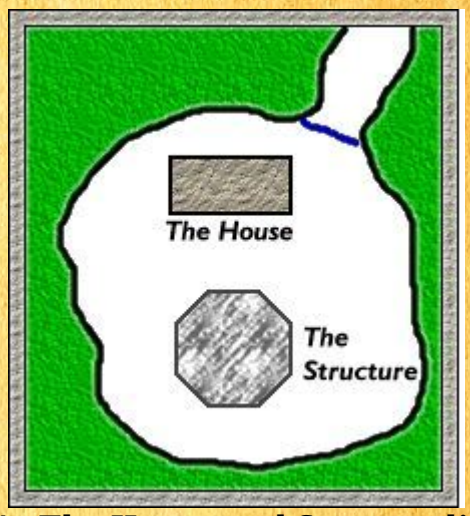
## The House

Read the following description as the characters enter the clearing.

"*The trail widens, and soon enters a large clearing. The clearing looks artificial, with the packed earth blackened from a recent fire.*

"*Near the edge of the clearing is a wooden house of some sort, crudely built, it doesn't seem to be an old structure. There are no windows that you can see, only a door on the wall facing away from where the trail enters the clearing.*"

"On the far side of the clearing there is another structure, a strange stone structure with small holes dotting the exterior surfaces. There seem to be no other way in."

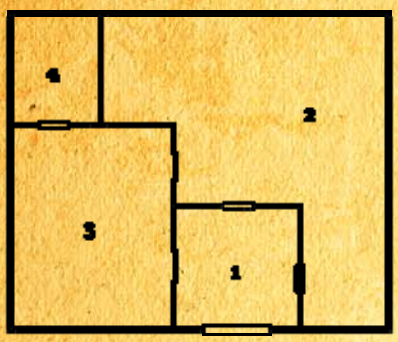



**Map 4 - The House and Surroundings**

When the characters enter the house, they will find all the children in the common room, happily sleeping no matter what time of day it is. The characters will be able to wake them easily, and ask them what happened.

The children will tell the characters exactly what Kesnok had been doing, and give him a description. He is human, about six feet tall with a wild mane of blonde hair. He has piercing blue eyes. The children can also tell the characters that he was joined by a t'skrang (all t'skrang look the same to windlings), and the man put them all to sleep soon after this t'skrang arrived.

None of the characters will be able to see in the structure unless they too are a windling child. They will have to be happy just knowing this man wanted these unobtrusive, grey rocks.




**Map 4 - The House and Surroundings**

### 1. Foyer

This is just a focal point for the house, with four doors leading out of it.

### 2. Common Room/Kitchen

This is where the children slept. They all bunked down in the same room. Kesnok took care of them all, preparing meals from a smallish kitchen in the north-east corner.

The kitchen is well-stocked, and the children sleep comfortably on pallets. There is little other furniture in then house however.

### 3. Bedroom

This was Kesnok's bedroom, with a desk to the south and his bed in the centre. The room is almost bare, and very tidy.

### 4. Study

This room is a mess, with furniture scattered all over the floor. However after a quick inspection, the characters should notice a message pinned on the wall with a dagger)

### A Disturbing Message

The note on the wall of the study has the following written on it:

*Dear friends,*

*I am sorry that I couldn't be here when you arrived but I had pressing business elsewhere. I hope you like my humble abode; please make yourself feel at home.*

*I can't however, let you foil my plans, so if we ever meet again, don't expect such a warm greeting. Please take care of the children. I had to use them, though it pained me so . . .*

*Yours sincerely,*
*Kesnok of the Blood Circle*

*PS the restraining bands around the necks of the children may be removed with out killing them if you are extremely careful. The key is to place your hands on either side of the collar and speak the child's name.*

## Epilogue

### Success

*You look around the room in bewilderment, the message sending a shiver down your spine. You have a feeling this won't be your last meeting with the Blood Circle.*

### The Dragon Speaks

The characters are going to get one last warning, this time from an old resident.

*"I am Usun, one of the last of the great dragons. I have come to give you a warning. Beware of the Blood Circle."*

*With those words the dragon lifts majestically back into the sky, and is soon just a speck on the horizon.*

### Payment

As payment Ceren will introduce Letok to the characters, a dwarven weapon smith. He will be able to tell the characters the first research knowledge the characters need to discover the first key knowledge of both the spike bombs and the sword.

For the spike bombs, the characters must find the name of the alchemist who invented them, a t'skrang by the name of Vreesfyr. For the sword the characters must find the name of the dwarf who wielded it, Kegel, and the name of the beloved dwarf to whom he

pledged the sword.

## Characters & Creatures

All the characters statistics have been placed in the back of the book in the characters section except the Invae which can be found in the **BG** page 17 - 18.

- Ceren
- Nybik
- Lou
- Ork Thugs
- River Pirates
- Sterox
- Terok Birds

## Background Information

### Town of Vors

Vors is a smallish town on the edge of Lake Vors. It has been growing steadily in size ever since it's founding two hundred years ago, and for all that time is has been a fishing village.

Vors is made up of a number of elves, humans, dwarves and windlings with a lower percentage of t'skrang, trolls, orks and obsidiman. The town relies heavily on the river to provide goods and services, which the townsfolk can trade with for their fish.

During the scourge the people took to the near by t'skrang village of Xerak, and because Vors was deserted, the village escaped the brunt of the horrors destructive rage.

Vors is now a thriving community, with a number of essential services of its very own. It is typical of most towns in Barsaive, growing for the future.

### The Travelers' Lodge

Before the scourge, the area around the Liaj Jungle and beyond Vors was considered some of the last know wilderness left unexplored in Vors, and so travelers' lodges were common throughout the area. Here a traveler could have a meal and a bed for nothing more than a few chores around the house.

They were very popular, and soon this idea spread throughout Barsaive, until the scourge swept through Barsaive. Travelers dwindled to nothing as the horrors roamed the land, and so the lodges were soon forgotten.

However with the re-emergence, more and more of these lodges are being restored and as exploration is becoming more common place it seems likely that most will be restored to their original condition.

### Homes in Vors

A note should be made at this point that most houses (elfish, human, dwarven or windling) are human size. The reason for this is that since most of the population is made up of these races and to foster inter-species harmony, it was decided all buildings would be human size. This means they can accommodate almost all races including windlings, humans, elves, dwarves and t'skrang. Only obsidiman, Trolls and large orks will have trouble fitting in these houses.

### Kesmerak

Kesmerak is one of the nastier places in Barsaive, a hive of scum and villainy. As such there is no local council in Kesmerak, but the town is instead run by the most powerful crime lord at the time. The 'local authorities' are merely the thugs under the control of this crime lord.

This makes for a very nervous time in Kesmerak, and the crime lord's word is law. Travelers are warned to tread carefully in Kesmerak, or face the consequences.

# TWILIGHT PEAKS

## Adventure Synopsis

One of the group's close friend, a troll called Bonehead, has an unexpected arrival. His brother has come to take Bonehead back to his tribe, as he has dishonored his family by not marrying Ronja, a young troll maiden who has been promised the Bonehead.

Bonehead must marry Ronja or else be exiled, shunned by every Troll alive for the rest of his life. Bonehead doesn't want to marry, as he believes he is too young, but the thought of exile seems a little harsh. His brother, however, comes up with a plan. If he was to kidnap their father, the chief of the tribe, and then Bonehead was to rescue him, he could ask for anything he wants.

Soon after, Bonehead's father does disappear, but his brother has nothing to do with the kidnapping. Bonehead becomes chief by default, and some accuse him of killing his father to take the clan.

It was in fact a rival clan who kidnapped Bonehead's father, to spread dissent among the clans, by the behest of the Blood Circle.

## Starting the Adventure

The character should still be in Vors, after their adventures in Liaj Jungle. Any plans they have of leaving soon are going to be put in jeopardy as one of the group's friends has an unexpected arrival.

The troll's brother has come to take him back to his tribe, as he has dishonored his family by not marrying Ronja.

*The sun breaks over the horizon, casting flickering rays of light over the land below. A cool wind blows, lightly tossing leaves and creating tiny dust clouds along the hard packed roads of Vors.*

*You are all seated on the porch of the Traveler's Lodge, a homey building which has become your sanctuary after your recent adventures. You enjoy the new morning with Ceren and Nybik, exchanging tales and recounting old adventures.*

*"Well," Ceren starts, pushing his plate into the centre of the table, "you have outdone yourself again Nybik."*

*"'twas but a trifling really," answers Nybik, smiling broadly. "Well chaps, what are we going to do now? We've solved the mystery and rescued the children all before breakfast."*

Allow the characters a little time to think about what they would like to do, before they are dragged off into adventure once more.

*Your discussion is soon cut short by a commotion occurring down the street. It seems a crowd has gathered around something of interesting. Strange though it may seem, whatever they are interested must be moving, as the crowd seems to be coming in your direction.*

*"Bonehead! Where are you?"*

*The rumbling voice seems to reverberate down the street, making it hard to pinpoint, but at a guess, you'd have to say it originated from the crowd.*

*After a few quick moments the crowd is at your doorstep, and twelve, huge, lumbering creatures push their way out of the crowd and ascend the steps. Their horns, and long shaggy hair, announce them as trolls.*

*"Bonehead!"*

*The rumble is coming from a troll who appears to be the leader of the group. He steps towards you and places himself in front of Bonehead, an unreadable expression on his face . . . which suddenly becomes a smile.*

*"Brother!"*

*The troll roars will glee and throws his arms around Bonehead, in a crushing embrace.*

## The Plot

### Bonds, Stronger than Steel

Once the characters haven gotten over the shock of the Games Master introducing a relative into the adventure, they should invite the trolls to join them for breakfast. If they don't, someone else will.

*You quickly gather up some chairs for the Trolls to sit on, no mean feat, and Nybik whips up an extra round of breakfast. Bonehead seems a little wild around the eyes, and so his brother performs the introductions.*

*"My name is Swiftfoot, and as you may have guessed, Bonehead here is my brother. I come from the Twilight Peaks, where our father, Ironfist, rules our tribe of crystal raiders, the mighty Stonehearts.*

*"I came here looking for my brother, to bring him back to justice.*

*"My brother has dishonored his family," Swiftfoot says with a sneer, "and brought much shame to our family. He has broken a sacred oath that my father gave to another troll. For he promised that Bonehead shall marry Ronja."*

If the characters weren't perplexed before, they certainly should be now. Swiftfoot will wait until the characters have calmed down before continuing.

*"I am sorry but I have no choice, brother. If I don't carry out my duty, one of these trolls will. Your father wills it, and there is nothing I can do that will stop him."*

It seems the characters have once again been dragged into adventure, willing or not.

### Decisions

The characters will have to return with the trolls to the Twilight Peaks, but their journey is going to be nothing short of spectacular. The reason the crowd gathered was because the trolls came in an airship, and the characters will be able to experience sky travel for the first time.

*After they trolls have finished their meal, and you have packed your belongings, they lead you to the centre of town, to the same park where you discovered the kidnapping of the windling children occurred. Situated in the centre of the park is an airship, one of the legendary vessels which sail the very wind.*

*"I hope you like it," smiles Swiftfoot.*

The distance from Vors to the Stonehearts home is approximately 650 miles, as the crow flies, and will therefore take two to three days. An airship can travel 300 miles per day, traveling for an average of sixteen hours.

Once the time is right, Bonehead's brother will explain what is at stake.

*"I didn't want to say this in front of the others, but you have to know. Ironfist, our father, has decreed that you will marry Ronja, or be exiled for life. Exile may seem promising, considering how ugly Ronja is, but think on it. No troll would talk to you; help you, nor any friend of a troll. You'd become an outcast, shunned for life. Normally father would not be so harsh, but I think it really annoyed him how you packed and left without as much as a goodbye. Ronja's furious, so I'd avoid her as much as possible."*

The thing which will be foremost on Bonehead's mind will be the impending marriage, or so it seems, but his brother does have an idea. Soon after the airship departs Vors, Bonehead's brother will approach him with the idea.

*"I have been thinking about your dilemma, and I have worked out away so you don't have to marry the cow and keep your honor at the same time. If I were to kidnap dad, and you were to rescue him, then he would have to grant you anything you desire. You could absolve his oath, and you'd bee free. Of course, I'd have to make it look like a raid or something, but think of it . . . free once more."*

The characters can reject the plan or accept it, but in the end it isn't going to matter.

## Raid

The characters are not going to be allowed to enjoy their first flight, as the Blood Circle doesn't want the characters to arrive in the Twilight Peaks alive, and so have sent the Bloodlore, sworn enemies of the Stonehearts.

*Shouts on deck wake you from your reverie. You ask one of the sailors what all the commotion is about, and he points to a speck in the sky. As you look closer, the speck becomes an object, and the object becomes another airship.*

*Swiftfoot joins you, a deep rumble building in his chest.*

*"Bloodlore," he curses, "our sworn enemies."*

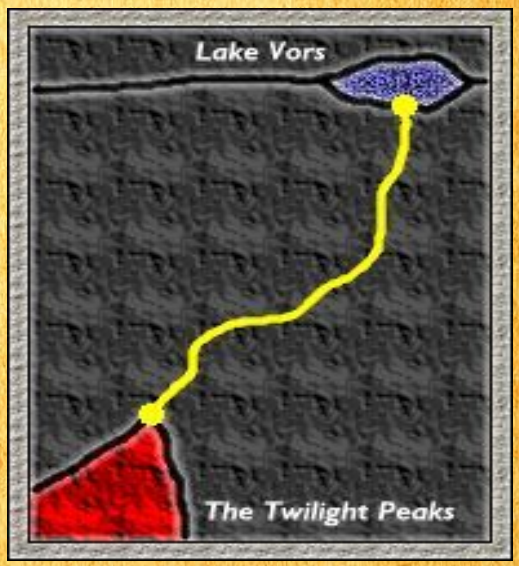
A battle is about to begin . . .

Raiders are common around the Serpent Twilight Peak, and normally attempt hit and runs. They will not press too hard, as they prefer ground targets, but if the airship is being controlled by a rival trollmoot, such as this one, the raiders will throw everything into the fight.

This ship has been sent by the Bloodlore Trollmoot, to make sure that the chances of Bonehead and his brother returning are slim. The Blood Circle wants there to be disharmony in the Twilight Peaks, and they believe that increased attacks and raids are the way to go.

(This appears to have been set up as a ship to ship fight but that section of the adventure appears to no longer be available. __ed.)

## Homecoming




**Map 1 - Journey to the Moot**

Featured above is a map of the journey that the characters have undertaken. After three days of travel, their destination looms in sight.

*Lights sparkle in the distance, as twilight falls, and the mountain range in front of you seems to cast a ruddy glow over the night sky.*

*"The Twilight Peaks," says Swiftfoot proudly.*

*The airship arrows towards one of the peaks, as you watch open-mouthed at the beautiful light show created by these legendary peaks.*

When the characters arrive, they will be met by Bonehead's father, mother and his wife to be, Ronja.

The ship gracefully docks on a platform on the edge of the mountain. As you disembark you notice that the dock leads to a large plateau, a plateau on which the Stonehearts have made their home.

As you walk towards the encampment, you notice three figures moving towards one male, two female. The male is wearing leather amour with metal and leather ornaments tastefully arranged on his clothing. You would assume he is the Chief of the Stonehearts, and Bonehead's father.

"Son."

This is where the roleplaying begins, and allows Bonehead to interact with the other trolls. If he does nothing, read the following passage.

*One of the females, a large, buxom woman, steps in front of Bonehead . . . slaps him . . . and runs off sobbing.*

*The other female, a motherly figure if you ever saw one, also steps forward, but she hugs Bonehead.*

*"Son."*

### Meeting around the Fire

This is where Bonehead gets to interact with his family, and here he has to decide what to do. Of course no matter what happens his father will be kidnapped, but his reaction to the kidnapping will be modeled on this encounter.

The family gathers around the camp fire, mother, father, Bonehead, brother and friends (i.e. the characters) to have a family discussion. Bonehead's mother will be interested in what he has been doing, and if he has been looking after himself. She will be the typical mother, fussing over him and constantly hugging him.

Bonehead's father is not going to like any of this, and is going to tell Bonehead exactly what is on his mind. He is going to tell him that he has been irresponsible, and he is a disgrace to the family.

Bonehead's brother, surprisingly, is going to be very quiet indeed; in fact he is not going to say a word. Ronja would also, normally, be here to speak, but Bonehead's mother will tell him that she is too distressed to talk at the moment.

Once the Games Master has decided that enough 'family discussion' has been had, it is time to move on. Bonehead's family will retire for the evening, and next morning Bonehead is going to receive another shock.

### Disappearance

After the heart-to-heart Bonehead had last night with his father, in the morning he will find his father has disappeared.

*"Bonehead! Bonehead!"*

*The shouts come from outside the hut that your share. Shaking the sleep from your eyes, you peer outside to see a group of trolls*

*converging on the hut.*

*"Bonehead!"*

*Bonehead's mother leads the crowd, pushing her way into the hut, and slamming the door.*

*"Bonehead . . . your father has disappeared."*

The characters first reaction should, of course, to ask Bonehead's brother. He will vehemently deny kidnapping their father, saying he never had time to carry out their plan. The characters may still be suspicious of Bonehead's motives, but for once he is telling the truth.

The characters will have a brief chance to investigate, before Bonehead is thrust in power. They will find that Bonehead's father's hut has been left undisturbed. There is no sign of a struggle, except for the slightly disheveled bed. It would seem that Bonehead's father was either kidnapped by pros, or wanted to go with the kidnappers.

Bonehead's mother will tell the characters that she left the hut at dawn to make some breakfast, came back an hour or so later and her husband was gone. There is nobody else that has seen anyone leave or enter the hut, but this is not unusual (the characters will be told) as not many people are on the lookout from within the encampment.

### The Weight of Responsibility

As mentioned, the characters investigation into the disappearance will have to wait, as Bonehead is thrust into the leadership of the clan.

A few trolls walk up to Bonehead and incline their heads.

*"Chief Bonehead, what should we do?"*

This is obviously going to come as a surprise, but give him a few things to make decisions on: when to put people on watch, who should hunt, and so on.

After making a few important, or not so important, decisions as leader of the Stonehearts, Bonehead is going to need to investigate his father's disappearance fully. Without a lead, the investigation will end before it has even started. However, a lead and encouragement to investigate the disappearance will come in the form of a grumbling troll.

Henrik has been a Stoneheart Warrior for a long time, but has been dissatisfied with his anonymity. Unfortunately his lack of recognition has steamed from the fact he is only a barely competent warrior. Henrik, however, believes he is the greatest warrior that ever lived, and his lack of success is due to others jealously. Thus he was easily bought by a Blood Circle member (masquerading as a Stoneheart Troll) to spread a little discord if Bonehead took control. If Henrik had a few brains he would have to wonder how this Blood Circle member could predict the downfall of Bonehead's father.

It is up to the Games Master to intersperse encounters with Henrik throughout the adventure (I assume you read the whole adventure before using it?) but especially when it comes time to start the final episode. Henrik should always be in the background, grumbling about something or the other.

To make the characters really suspicious have him lurk around all the time, following Bonehead wherever he goes. He will constantly criticize Bonehead's leadership, going as far to disdain his warrior skills. The turning point should come when Henrik outright accuses Bonehead of kidnapping his father.

Eventually the characters are going to question him, and as Henrik is a weak-willed character his story will come out.

*"One of my brother trolls told me I was the best warrior in the village, which was true, and thus earned my ear. He then told me that Bonehead was plotting to kill his father and take his place as head of the tribe.*

*"I was outraged and would have proceeded directly to the Chief, but my troll friend dissuaded me, saying his father would never believe me. I saw this to be true, and upon his suggestion proceeded to sway people to the truth. Now, however, I see it is too late as Bonehead has bought your souls."*

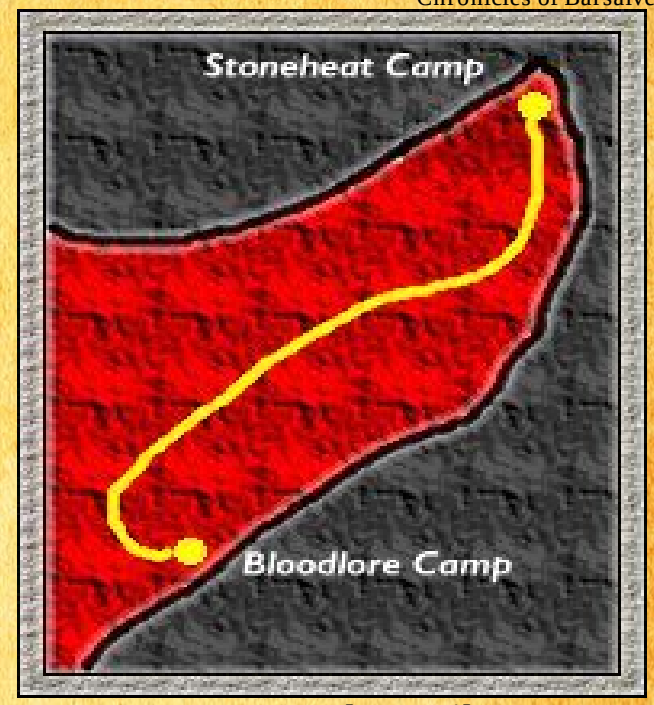
The nest logical step would be for the characters to find this masquerading troll. Henrik will be happy to point the lucky troll out, as he feels his 'friend' will help persuade the other trolls of the truth of 'his' cause.

Once the troll has been identified, he knows the game is up and so will pack up and leave immediately. This should be role-played out as a little chase seen to add to the tension and excitement. Once he is caught, the characters are going to have to carefully extract their information.

The troll's name is Jerok, and he is a veteran warrior from the Bloodlore camp. He was chosen for the mission because he is considered the best talker amongst the Bloodlore (which isn't saying very much). He was sent to encourage as much dissent amongst the Stonehearts as possible, have them killing each other at best, or just hostile at worst.

## Trails of Blood

Once the characters know the Bloodlore are behind the kidnapping, the hunt can begin. Henrik or Jerok will tell the characters the most logical place the chief has been taken is the Bloodlore camp, located south-west of the Stoneheart camp. Though this seems a little obvious to the characters, remind them of the nature of trolls.



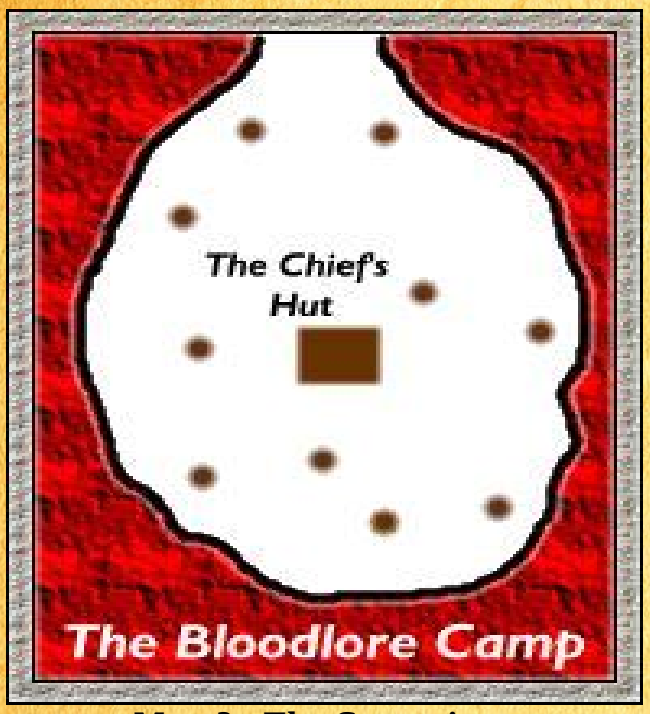

**Map 2 - The Trail**

Indicated on the map above is the trail the characters will have to travel to get to the Bloodlore camp. The journey will take approximately four days, and can only be taken on foot due to the treacherous nature of the hills around the area.

Some characters might insist that it would be better to risk an air ship. Remind them of the limited quantity of airships (three) and that they are currently being used for defense of the moot.

Encounters can be provided to liven up the journey, say a mountain lion attack or a hungry griffin looking for a quick meal. Emphasize the danger of traveling though the mountains. Remember not to bog down the characters on this short journey.

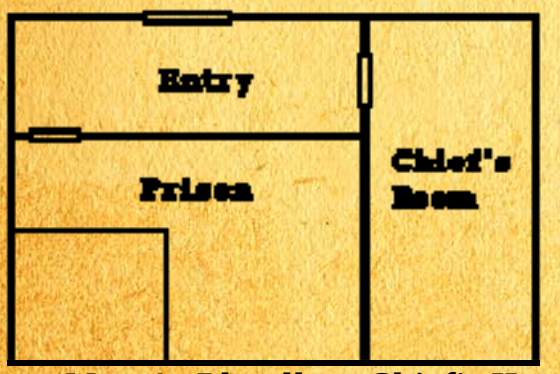
The map below indicates the layout of the Bloodlore camp. The small 'dots' indicate one of the tribe member's huts. They are small, single room buildings containing only a pallet for sleeping on and a few possessions (varying according to the individual). Each hut can contain at most a single troll.




**Map 3 - The Campsite**

Not all of the trolls will be in their huts, and so it is up to the Games Master to decide which huts contain trolls, how many trolls are roaming about the place and how many are hunting. This allows the Games Master to modify the adventure to suit the needs of their particular party.

The most interesting building, however, is the Chief's hut and is where Bonehead's father is being kept hostage.




**Map 4 - Bloodlore Chief's Hut**

Above is a schematic diagram of the interior of the Bloodlore Chief's hut. Inside is where Bonehead's father is being held prisoner.

The building is made from wood with a thatched roof. Black lines indicate wooden walls, and rectangles indicate doors (which swing inwards).

### Entry

This room is bare and is merely the crux of the building, leading to all other rooms.

### Prison

No, normally the chief's hut does not have a convenient prison. This room as the chief's war room/relaxing room (he is a troll) but has converted into a prison to house Bonehead's father. The square object in the corner is a wooden cage in which Bonehead's father has been placed.

There is a table and two chairs in the room which are occupied at all times by two troll guards.

If the characters have already spoken to the Bloodlore Chief then it is a simple case of reading the solution.

*You open the cage and Bonehead's father steps out. He looks haggard and worn, but there is a glimmer in his eyes and he walks proudly forward, head erect.*

*He steps in front of Bonehead and stand there, starring.*

*"Son."*

*He wraps his huge arms around Bonehead, hugging him fiercely. Then backs off, a little embarrassed of his show of affection.*

*"You have done well."*

If the characters have not already spoken to the Bloodlore Chief then when the fight between the guards and the players starts have the Bloodlore Chief enter the prison room and give his speech.

The Bloodlore chief has no interest in having more of his people killed.

### Chief's Room

This is where the Bloodlore Chief sleeps and has a pallet and a small chest. The chest is locked. Looting the chest is heavily discouraged; the characters are here to rescue the Stoneheart chief. The chest is there because a chief is supposed to have gold and treasure, not because the characters should.

The Chief of the Bloodlore will not fight to the death, thinking himself beneath fighting such lowly warriors as Bonehead and his companions (unless the characters are very powerful, or the Games Master thinks it is dramatically appropriate).

*"The Hunt is over my friends," booms the voice of the troll in the room, "and it is time to put old grievances aside. It seems that we now have a common enemy, one which has duped us both. We were told that if we kidnapped the chief of the Stonehearts from under your noses it would bring us much honor, but it was just a measly plot to steal the fight for themselves.*

*"The Blood Circle will pay dearly for staining the honor of the Bloodlore, rest assured.*

*"Take your Chief and go in peace with honor. We shall meet again but on the field of battle."*

*With those words the troll directs you to the prison and waits for you to leave his camp.*

*It seems the Blood Circle has not forgotten you, and has left a warning...*

## Epilogue

### Success

Bonehead will win his father's gratitude and pride, and be able to ask any boon of him he wishes. How will thus be able to honorably dissolve the marriage and return to his bachelorhood.

### Payment

In return for rescuing the Chief of the Stonehearts, the characters will not only be given honorary status in the tribe, but also be given a weapon of their choice made from blue steel, one of the best forms of steel available.

## Characters & Creatures

Some of the characters statistics have been placed in the back of the book in the characters section.

- Bloodlore Chief
- Bloodlore Raiders
- Bloodlore Trolls
- Bonehead
- Ceren
- Ironfist
- Griffin
- Mountain Lion
- Nybik
- Swiftfoot

## Background

**BE** and **DE2** are excellent resources for background on trolls, their culture and their environments.

### Of Honor, Stonehearts and Bloodlore

Honor is a strange thing. Most people would suspect it is a trait which would be common among all races, a point of focus on which we could all share some common experience. So it was much surprise that I not only found this to be untrue, but it to be untrue within a race. And so I will attempt to demonstrate how honor has been interpreted so differently by two tribes of trolls, the Stonehearts and the Bloodlore.

The Bloodlore, quiet simply, are without honor. Yes, I know what you are thinking, how can you talk about honor when your subject is without honor. Isn't that a kind of honor? The lack of it? I believe it is, and this is what makes honor such a strange thing.

You would think that if one troll had honor, they all would. Trolls all came from the same ancestors, and so they should hold the most basic of traits in common, and one would be the possession of honor. But this is not the case with the Bloodlore. They lack even the smallest form of respect for another creature let alone troll. They believe themselves to be superior to all other trolls and wage war simply for sport. Not for food, honor, but for the simple pleasure of killing. Some times they don't even loot the bodies they slay.

The Stonehearts on the other hand have a very rigorous system of honor; one would almost call it too rigorous. It governs even part of their life, from the way they act, the way they behave to the way they fight. It is the very essence of what they are, the core of their being. Without honor they are nothing. So the question must be asked, how did they receive this code of honor? Is it passed down from family member to family member, or is it ingrained in their very soul? It is a question with which I have wrestled with for a long time, but even after examining them for many months I have not come up with a satisfactory answer. Each member just knows what is appropriate and what is not.

So here we have two tribes with completely different ways of living, all centered around honor. One tribe has it and one doesn't. This simple fact has caused there to be such a difference in the behavior of the trolls. They share common traits within their tribes, but seem to be completely different races when compared.

So I must conclude that honor is a fickle thing. It is not common among the name-giver races, and not within them. It is an elusive idea which I am yet to grasp.

*Musings by Turdy Troll, Troubadour*

The previous essay is the result of the musings of the troll troubadour, Turdy. He was traveling through the Twilight Peaks, visiting tribes and clans, and found it interesting how honor varied among his people. He took as examples, two extremes - the Bloodlore and Stonehearts. Thus this essay has been presented.

# HIDDEN KAER

## Adventure Synopsis

In Serpent River Adventure the characters found Kegel's sword, in Jaspree's T'skrang temple. This is the element which will be used in the adventure to lead the characters into the story.

After much researching, Ceren has discovered that Kegel was indeed a dwarven warrior of some note. He also learnt that he was born in a small village situated somewhere in the Scol Mountains, to the west of Vors. With map in hand the characters go off exploring.

The characters first way-station is the Scol Monastery, dedicated to the passion of love. After a few strange encounters at the monastery they discover that the ruins of the village lie to the west still.

The village, however, is a human village. Whether or not the character's curiosity is piqued they find a tunnel near the village leading deep into the mountains. It is the entrance to a Kaer . . .

At first the villagers are suspicious of the characters, thinking they, must be horror-marked to have breached the defenses of the Kaer. As the breach is recent, it has gone unnoticed, until now.

A horror, defeated by Kegel, has been seeking revenge and now that the characters have led him to his prey, its revenge is in sight . . .

## Starting the Adventure

As mentioned in the epilogue of Twilight Peaks, in return for rescuing the Chief of the Stonehearts, the characters would be given a weapon of their choice made from blue steel, one of the best forms of steel available. Naturally the weapons would have to be made by a master weapon smith first, giving the characters two choices. They can either wait for the weapons to be made which would take about two months, or return to Vors immediately and have the weapons shipped back when they are ready.

As mentioned above, the characters will more than likely wish to return to Vors. If they do, then they will return the same way that they came, on a troll sky ship. The trip is going to take approximately two to three days as the ship can travel about 300 miles per hour. No encounters have been specified for the return journey, as it would be counter-productive at such an early stage in the adventure (though they can be provided).

While the characters have been away in the Twilight Peaks, Ceren has spent most of his time researching (as Questors are known to do). During the course of his research he discovered that Kegel was a dwarven warrior of some note and that he was born in a small village situated somewhere in the Scol Mountains, to the west of Vors.

Ceren could not find the exact location of the village, but he does know that there is a monastery located in the Scol Mountains. Ceren says there is a small mountain trail that winds its way through the mountains and if they follow the trail, they are sure to come across the monastery.

The characters are going to have to make their way across to the other side of the lake if they wish to travel along this mountain trail. If they travel to the lake-side area of Vors, they should easily find a boatman willing to take them across the other side for a reasonable price.

## The Plot

### Journey to Scol Monastery

The journey to Scol Monastery will take the characters approximately a week along a well traveled path that leads into the mountains. No encounters have been set for this part of the adventure, but can be added if wished. Suggested encounters include raiders, orks and wild mountain beasts. The characters are also going to have to make sure they are well provisioned because there are no villages between Vors and the monastery.

### Scol Monastery

Scol Monastery is dedicated to Astendar, the passion of love, music and art. It was built many years before the scourge though its original purpose is unknown. It is commonly believed, however that it was used as a fortress at some point because of the structure's imposing form. Only the first two levels have been converted, the upper two levels being left in rubble.

When the characters arrive they will be greeted by one of the monastery's more colorful members, a Dwarf called Gek who believes in "love, freedom and all that." He'll be extremely glad to meet the characters and ask if they will join him in a ritual cleansing. Before the characters will be able to reply, however the leader of the monastery, a dark haired man with a goatee, will lure Gek away and introduce himself as Mortimer. He will offer the characters food and lodgings as well as a bath. If the characters try to go off exploring, then Mortimer will appear as if by magic and ask the characters not to wonder off.

The characters next strange character they will meet is the ork chef who works (surprisingly enough) in the kitchens. He cooks a wide variety of food, none of it normal or edible looking (though it is very nourishing and will not hurt the characters in any way). The chef will feed the characters a strange repast of green eggs and bacon.

### The Monastery's Library

After the characters have had a bath and a meal, they will want to investigate as much as they can about Kegel and his village as they can. When they do go and investigate they find that the library has little more information to add, except for the following juicy tidbit.

The village the Kegel lived in was a human village, and Kegel was an orphan who was found by the villagers. The village lies to the west of the monastery and is very old.

The characters are going to have to be satisfied with these few morsels, as the village has been 'gone' for many years.

### Lightly Trodden

The journey from Scol Monastery to Kegel's village will take the characters, approximately, another week. The travel is a well worn path which cuts its way ravine-like through the mountains. The characters will find the journey easy going, except for a minor little encounter...

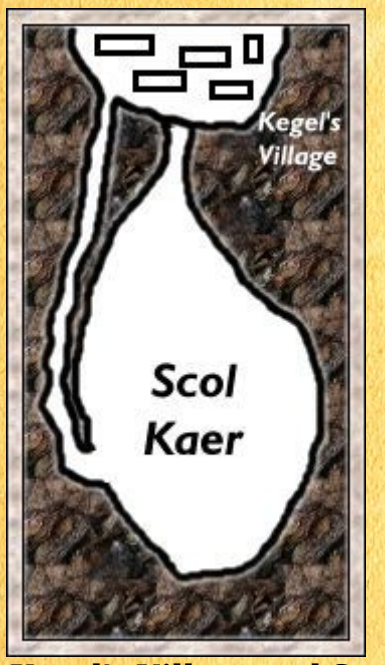
As soon as the characters leave Scol Monastery they will be tracked by a band of Orcs. The Orcs will stay on the high ground and follow the characters all the way to Kegel's village. They will try and move quietly (but the characters might hear the clink of their amour if they strain) and will not attack

until the third night.

The orks will drop down into the ravine, and try and take the characters while they sleep.

### Kegel's Village

The ravine that the characters are following eventually opens up into a clearing where Kegel's village is located.




**Map 1 - Kegel's Village and Scol Kaer**

The village has long since been abandoned, a few years before the full force of the scourge hit the area. Little is left, and only a handful of ruins mark what was once a proud village.

The trail you are following opens up into a large, circular clearing. Huddled in one corner of the clearing are a scattering of ruins. Once proud buildings have been laid low by time, ravaged by the elements, and now slump in dejected heaps. It seems Kegel's village has succumbed to the scourge.

This is, however, is untrue. Kegel's village was in fact saved from the scourge by Kegel, who single handedly defeated a horror in order that his fellow villagers could safely close the Kaer. However, the horror did not die, but has lain in sleep these many years waiting for the right opportunity to claim its revenge.

The characters may wish to explore the ruins, but there is little to see. The village was abandoned long ago, and any remaining treasures have long since been looted from the village.

### Passage to the Kaer

If the characters follow the small passage to the north of the village, it will lead them into a hidden entrance into the Kaer. The breach in the Kaer is unknown to its inhabitants, and so they will be surprised to find the characters.

It will take a little bit of looking for the characters to find the trail, so make them look around a bit. Once they find it and have entered the Kaer, the fun has just begun.

When the characters enter the Kaer's breach, they will find themselves in a tunnel that bores its way into the Kaer. The tunnel opens out on a ledge overlooking the Kaer.

*The tunnel opens into a ledge overlooking a vast cavern. The cavern stretches as far as the eye can see, a vast sphere captured by the mountain. Dotted on its lowest surface are buildings, huddled in small clusters. Around are what you presume to be crops, clinging to the surface of the cavern.*

*A dim light is cast down onto the Kaer by a crystal, built at the very pinnacle of the cavern.*

As soon as the characters make their way down into the Kaer they will be spotted by the villagers who will run in terror at seeing strangers enter their home. As soon as the Kaer's militia can be rustled up, the characters will be taken to see the council.

The Kaer's council is made up of Gek and Jesebelle; both are Kaer leaders, and their councilor, Mytrl, a wizard. The council

resides in the most prominent building in the Kaer.

The characters are going to have to do some hard sell if they are going to get out of the mess they have thrown themselves in, as the Kaer's inhabitants think the characters are horrors.

The Kaer's inhabitants are fearful of the horrors mainly because the Kaer was built for protection against them in the first place. The easiest way for the characters to prove that they aren't villager-eating horrors is to prove the scourge is over and all is safe.

Mytrl, chief wizard, is of course going to be vehemently against the idea the scourge is over, as he is in control of the pool which shows the magic level of Barsaive. The characters are going to have to egg him into coming out into the world and see for himself, that the scourge is over.

Of course, it is up to the Games Master to decide if the people of the Kaer believe the scourge is over or not.

### Their Deaths be . . . on Thy Head

As soon as the characters have proven they aren't horrors, the councilors will be happy to assist the characters in their quest for knowledge.

The councilors will get the Kaer clerk to search through the Kaer's records for any mention of Kegel. The characters are therefore going to have to wait for any news. Keep the characters going for a few days by tossing them a few tidbits of information until on the third day, two of the villagers are found missing. They didn't come to collect their meals in the morning and so the councilors set the militia to investigate.

They have searched high and low but can find no trace of them anywhere. The characters first plan of attack should be to investigate the villager's house.

They will find that the house is fairly neat and there is not sign of a struggle. This should clue the characters into something is amiss. They will also be told that rations are served in the morning and there is only one way for the villagers from this part of the Kaer to reach the ration dispensers.

There are a number of ways for the characters to discover what happen to the villagers and the following should only be counted as suggestions. Once again it is up to the individual Games Master to decide if the character's plan will unlock the clues . . .

--The characters can go from house to house, asking when they last saw the villagers, and they will notice a gap between houses. Between the houses there is a trail which leads on (see below) . . .

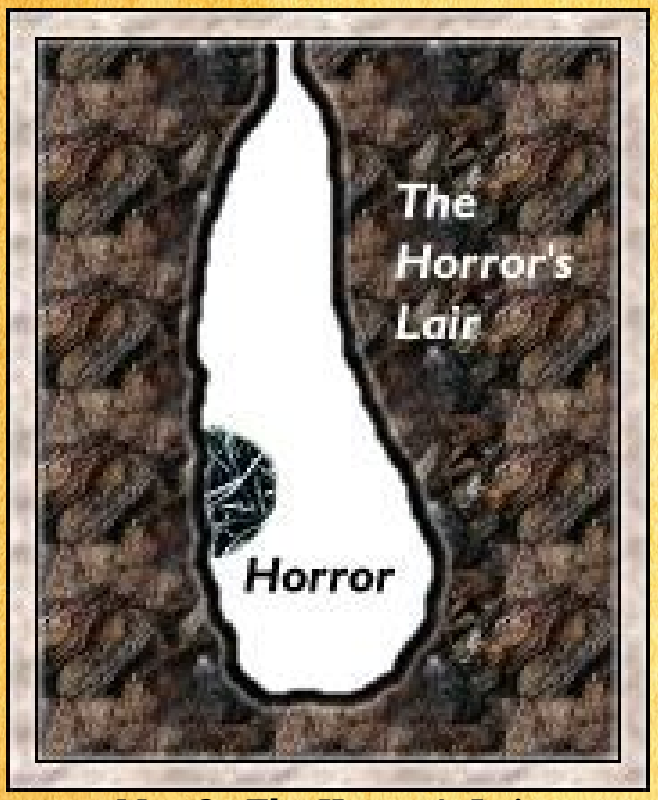
--The characters could investigate the whole of the Kaer, and when they reach the outer edges, they find the cavern below.

--Perhaps another pair of villagers disappears, which could lead the characters to suspect some creature is in the area.

There are a number of ways for the characters to bump into the horror, but bump they must. Play up the mystery as long as it is interesting to the players.

### Horror Hunt!

The trail will lead the characters to the outer edge of the Kaer. If they examine the Kaer's walls carefully they will find the opening to a cavern which is pictured below.




**Map 2 - The Horror's Lair**

The 'blob' on the side of the cavern's walls is the horror which is resting after its feast. The horror, so overwhelmed at its joy at penetrating the Kaer, decided to seek shelter first, lest its eagerness should give away its presence. It then attacked the two villagers in the night for its first taste of the feast it thought would follow.

The characters are going to have to kill the horror, or be killed. The horror will be sleeping if the characters reach the horror's lair at night, otherwise it will be stirring for its next meal.

The horror, Ken'ta by name, was one of the first to cross into the material plane. Its first object of destruction happened to be its last, Kegel's village. Kegel was just returning to the village when the horror attacked, and gave his life to defeat it. Unfortunately it wasn't mortally wounded, and has lain in wait for the right opportunity to throw itself against the villagers.

Before it was fully healed, the villagers retreated into the Kaer, and as many times it has thrown itself against it, it has not been able to penetrate it, until now.

## Epilogue

### A Horror is Slain

The people of Kaer Scol are going to be (excuse the pun) horrified that there was a horror in their Kaer, but will be happy that the horror is dead. The people of the Kaer have little to give, but will reward the characters with the sum of one hundred gold pieces and a promise to double their efforts in discovering the character's key knowledge.

A few weeks after the horror is slain, the Kaer's leaders will finally open up the Kaer to the outside wall, and the will begin to rebuild their village.

### Success and Knowledge

A few days after the horror has been slain, the clerk of the Kaer will finally discover the character's key knowledge required to unlock the secrets of the first thread of Kegel's sword. The key knowledge that was required is the name of Kegel's beloved to which he pledged the sword, Sonja a female dwarven warrior with whom Kegel fell in love with but never could marry (but that's another story to be told at another time).

## Characters & Creatures

Some the characters statistics have been placed in the back of the book in the characters section.

- Ceren
- Despair Thought
- Gek
- Jesebelle
- Mytrl
- Nybik
- Ork Raiders

## Background Information

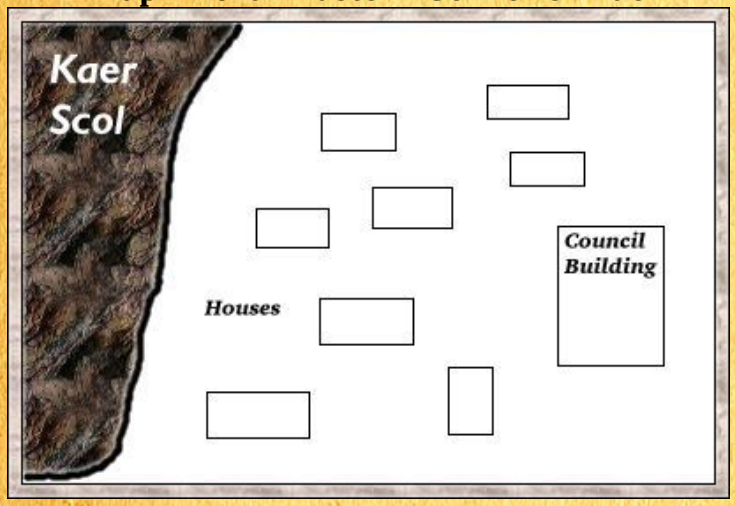
### The Legend of Kegel

Kegel's story has been long since lost in antiquity, but a few things are still known.

Kegel's origins vary greatly from troubadour to troubadour, but all agree on one thing, Kegel was orphaned at a young age. Whether his parents were killed by ork raiders, or starved to death by human axes, Kegel was parentless. He stumbled his way onto Scol village and was adopted by a pair of kind humans.

Kegel was treated well, but his ancestor's wanderlust soon overtook him. He wandered the world, and left legends and tales in his wake. Kegel's last deed, however, was defending his village from a horror . . .

### Kaer Scol
### Map - North-Eastern Corner of Kaer




Kaer Scol is typical of most Kaers in the region. It was built underground as it not only provided the physical protection of solid rock, but also the magical protection of elemental earth which has been woven into the walls of the Kaer. There is only one entrance into the Kaer, a four-seal door to the north of the Kaer which has become sealed in by rock and debris over the years.

The map provided above shows a section of the Kaer, and the rest is similar in layout. The houses have been laid out in a haphazard fashion with small dirt trails running between them. To the east of the council building there is a large clearing which serves as the Kaer's main square. When food is rationed out, tables are set up in the square, and guarded by the local militia.

Occasionally, when there has been a good harvest, market stalls are set up in the square for the Kaer folk to celebrate life. All of the people of the Kaer bring out the artistic things they have made to swap with others. Those whose artistic ability are more cerebral (poets and actors) perform instead.

### Scol Monastery

Scol Monastery has a lot more potential than just being used as a way station for the characters to stop off at and gather the next clues. There are a number of characters who live in the monastery waiting to be fleshed out and used as fully fledged NPCs. The following list is just a sampling of some of the many varied ways the monastery can be used to extend games play:

- The monastery could be haunted, and when the characters arrive they are roped into hunting down the spirit disturbing the monastery's inhabitants.

- One of the members of the monastery's order is murdered on the eve of the character's arrival, and so the characters are suspected at first. The characters are going to have to investigate the murder if they are going to clear their name.

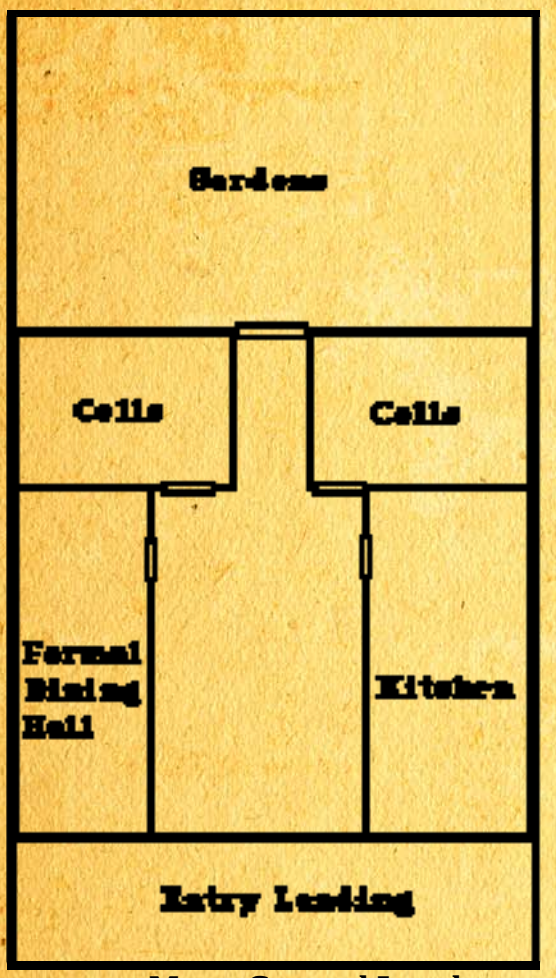
These are just examples, as the monastery has unlimited potential. Scol Monastery should also be kept in mind for future adventures, once the characters have been introduced to the inhabitants.

### Blueprints for Scol Monastery

The following schematics give a general overview of the layout of the Scol Monastery but should be in no way though of as complete (only the first two levels are presented).

### Entry Landing

This landing has been converted into the entry way for visitors. There are a number of chairs set up which allows the monks to take in their surroundings.




**Map - Ground Level**

### Formal Dinning Hall

This is a recent addition, which allows the monks to entertain royalty and the like. The room is dominated by a long hallway and the monks are in the process of decorating the hall.

### Kitchen

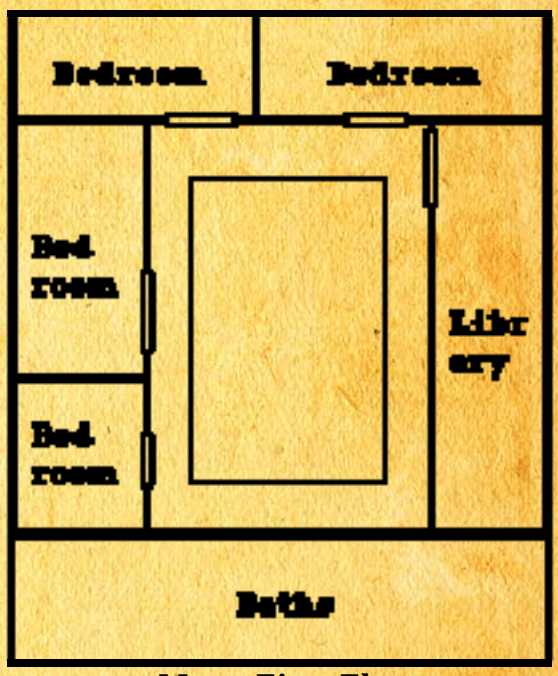
This is where all the meals are prepared and eaten. Although there is a formal dinning hall, the monks prefer the homier environment of the kitchen, which also allows the cook to join in on the fun.

### Cells

These two rooms are divided up into small cubicles where the monks sleep. They are sparsely furnished, only containing a bed and a writing table (with a few private possessions).

### Garden

The garden area used to be the barracks for the soldiers before the fortress was converted, but has now been turned into a beautiful collection of rare trees and plants. The garden is looked after by the ork cook, but every member of the monastery has their own private piece of garden.




**Map - First Floor**

### Bedroom

These are much more opulent than the cells and are provided for guests who may not wish to stay in cells. They each have a bed, writing table and chest for storing possessions.

### Library

The library is the prize possession of the monastery and contains a large collection of tomes. The library was located where the dining hall now is, but was moved.

### Bath

Another recent addition was that of the baths, which is a minor engineering miracle. The pool was magically constructed, and is hot at one end and freezing at the other. It was going to be all freezing, but Mortimer said that guests may not like the freezing water.

If the monastery was to be used as the centerpiece for an adventure, the plans would have to be 'fleshed' out.

# STONE CITADEL

## Adventure Synopsis

The characters return from Kaer Scol, passing through the monastery, but find Nybik has returned to Vors.

When the characters return to Vors, Ceren and Nybik are nowhere to be seen. A group of orks, involved with the Blood Circle, took Nybik, and all that remains of Nybik's home is a burning wreck. No one knows where Ceren is, and so his disappearance is left unsolved for the time being.

The leader of the orks who kidnapped Nybik is the brother of one of the orks the characters killed in Hidden Kaer, and is seeking revenge. He did not have the permission of the Blood Circle to do as such, but his brother is firmly tied with his gahad.

The orks meet up with a second Blood Circle party (the first being those the characters just missed in Liaj Jungle) and continue on to their real objective with the windling, a stone citadel.

The stone citadel is an obsidiman construct which predates Thera, and the Scourge which occurred before the founding of Thera. Its purpose is unknown, but the characters will be lead on a dungeon crawl providing them treasure and legend points to feel like they are getting somewhere.

The Blood Circle believe that the citadel contains magical lore or knowledge which can help with their objective.

## Starting the Adventure

The following description is intended to set the overall mood, or tone, of the adventure. The characters are going to be some of the first people in Barsaive to step foot in a place that predates the founding of the Theran empire by thousands of years.

Magic ebbs and flows through the universe, creating cycles which are known as ages. Separating the ages are the Scourge, when horrors from the astral plane invade Earthdawn. All knowledge of the previous age has been lost, but what wonders could one talk about . . .

If the characters have just completed Hidden Kaer, and are continuing straight on from that adventure, refer to the next section on how to proceed. If you are starting from this adventure, then the Games Master is going to have to devise some way of getting the characters out of Vors, meeting a group of ork raiders, and returning. The first part of the adventure deals with characters discovery of one of their friends kidnapping, and the beginning of their chase. The kidnapping is sparked by the characters killing the brother of an ork associated with the Blood Circle. If you have modified the adventure so that the characters are led into the adventure by some other means, be warned. Nybik and Ceren are essential to the plot, so further modification will be required.

## The Plot

### Homecoming: Home Fire Burning

Once the characters have secured the key

knowledge they were searching for in Hidden Kaer, they will probably want to return home to Vors to share their success with Ceren.

If Nybik was traveling with the group, he would have gone as far as Scol Monastery before being distracted and staying. If so, the characters may stop by Scol Monastery but they will find Nybik has returned to Vors.

The return journey from Kaer Scol to Vors will take approximately two weeks, longer if the characters decide to take it at a leisurely pace. No encounters have been provided for the characters, but may be added if felt necessary.

The characters are going to have to make their way back across Lake Vors, and so they should have made arrangements with a boatman to wait for them at some prearranged time and place. If not they are going to have to wait for a boatman who regularly checks to see if there are travelers requiring transportation.

However, these kinds of boatmen are infrequent at best (due to the hazardous nature of traveling in Barsaive) and so will check once in the morning and once in the evening (late afternoon) at the very most, and once a week at the very least.

The characters first sight of the village as they return will be one of familiarity, as they return home. But the happiness of their return will soon turn to shock when they discover the smoking ruins of Nybik's home.

The following description assumes he characters are arriving by boat.

*As Vors encompasses your vision, you feel waves of joy at having returned to the place you have adopted as your home. The familiar buildings seem all the more vibrant in the sunlight, and you recognize a few people on the docks. They wave and smile at your approach, and strong hands help guide the boat into its berth.*

*Looking deeper into the village, however, you notice a small tendril of smoke snake its way up to the sky. You feel a pang in your heart as you realize that the smoke is coming from the direction of Nybik's home.*

*Pushing past the crowd you rush towards the smoke and find your worst fears have materialized. Nybik's home is burning.*

The characters probably want to go in and try to rescue their friends, or at the very least search for them. They are not going to find them, as Ceren hasn't been seen in some time and Nybik has been kidnapped

## The Order of Business

Once the characters have established that neither Ceren nor Nybik were in the burning house, they can get on with trying to unravel the mystery of what happened to their companions.

The best place to start would be to ask neighbors and friends about what Ceren and Nybik have been doing recently.

Ceren, they will be told, hasn't been seen for a week. The general store owner, Turdy the troll, will tell the characters that a week ago Ceren came in with a large list of supplies. Ceren, as usual, wasn't very lucid and muttered something about a discovery he made. He picked the supplies a day later and was never seen again. One of the local militia will be able to tell the characters that Ceren left the eastern quarter of the city about six days ago.

Nybik, on the other hand, only arrived three days ago and was rather agitated that he couldn't find Ceren. Nybik kept to himself for the most part, which is very unusual for him. Nybik is usually quiet a social character, and would visit up to a dozen people a day at the very least. A few people inquired about him, but Nybik would either not answer the door, or tell them to go away.

Their best source of information, however, will be the owner of The Brash 'Skrang inn, located near Vors Park. The owner, Lial Heret, a notable dwarven citizen, will tell the characters there was a band of about half-a-dozen orks inquiring about a group matching the character's descriptions yesterday. Lial well give the characters the following:

*"I thought they were in need of hiring a band worthy adventurers, and so told them that there was indeed a bad of adventurers such as they described, but they were currently out of town. They asked how long they would be gone, and I replied that I didn't know as they were on a mission. The leader, I presume because he was asking all the questions, got very angry at this and started pounding his fists on the bar.*

*"To placate them, I told them that there was a windling friend of theirs that had just arrived and perhaps he would have some word of them. I gave them directions to Nybik's home, and they left. Had I known that Nybik was acting so strangely, I would have called in the militia and had them removed."*

Once the characters have sifted through all of that information, they will finally have a suspect for the burning, the orks.)

**Orks, Orks everywhere, but not a drop to drink**

The characters are going to have to learn as much about the orks as possible, as they are going to be their only link to rescuing Nybik, and find out what is going on. If they ask around again, they will find that indeed there was a group of a dozen, strange orks traveling around town stirring up trouble. They kept on saying they were hunting down murderers, but no one has seen them since the morning, and everyone presumed they left.

If the characters ask one of Nybik's neighbors, they will agree that they saw a bunch of orks skulking around, but thought nothing of it, as that's what orks usually do. If they ask the militia patrolling the southern sector of the town, the characters will find that they are indeed on the right trail. A group of six orks left Vors about three hours ago traveling south. They did not see any sign of a windling.

Once the characters start on the trail, they will be rewarded for their efforts after about half an hour. The ork leader placed a guard on the trail to make sure that the characters didn't follow them, but didn't instruct the ork on what to do if the characters did come.

*As you travel down the dirt path, you hear a mutter and a curse. Some scuffling sounds come from an outcropping of rocks to your left, and a figure bursts from behind them screaming.*

*It is an ork warrior who seems to be hell bent on stopping you.*

Orks normally travel in groups, but this ork was left to guard the trail to make sure the characters did not follow. His orders came from his leader, and were not a particularly strategic move as it is a sign post saying the orks had indeed passed this way. The ork leader, however, is not noted for his quick thinking.

The orks are meeting up with the rest of their party who is waiting for them in a small crater a day south of Vors. Once there they will travel on to the Tylon Mountains where they are to locate the stone citadel and locate the lore they require.

The journey from Vors to the Tylon Mountains will take the characters about five to three days depending on if they are riding or walking. The distance is approximately one hundred miles.

One encounter, with a herd of Thundra Beasts, has been selected for the journey, to break up the monotony and to once again re-enforce the dangers of traveling in Barsaive. The encounter may be placed anywhere

deemed suitable by the Games Master.

### Arrival at the Gates

Along one side of the twisting ravines that run through the mountains, is the entry into a series of tunnels leading to the stone citadel. If the characters are tracking the orks, they will notice the trail ends at the side of the ravine.

Upon investigating, they will find there is a spot where an obsidiman hand can go. If the group has an obsidiman, they can just place their hand in the panel, and a door will open. If not, they can either devise a method in, or the Games Master can allow two smaller hands to also activate the door.

There is no light inside the tunnels, so the characters are either going to require low-light vision, or light a lantern or torch. The tunnels are rocky and slope downwards and there is a fair amount of moisture in the air.

After a few hours the characters will get to the entrance to the stone citadel, which is located several miles beneath the ground. However, they will not be alone. The orks who kidnapped Nybik are waiting for the characters.

The tunnel opens up into a huge cavern, but whose walls give off a strange blue light. The walls seem to be made of a luminescent material that gives off an eerie light.

*On the far side of the cavern can be seen a portal, three obsidimen tall and four wide. The pillars bordering the door are intricately carved with squiggles and other strange symbols.*

*In the centre of the cavern are five figures, they leap up at your approach. The figure in the lead screams 'murderer' as he charges towards you.*

There are five orks waiting for the characters. Typically orks will think carefully before attacking a large group, unless one of the members of the ork party has had their gahad triggered. This is the case for this group, as the leader of the party held his brother very dear to his heart, as his gahad is insults to his family. In this case his gahad was firmly triggered.

### Teran Drak

The character's next problem is going to be entering the stone citadel. There is no way the characters are going to be able to push open the door, and unlike the entry into the tunnel, there is no obvious place to put an obsidiman hand.

The solution, however, is simple. One of the characters simply has to say "open" in the tongue of the obsidimen.

The layout for Teran Drak has been provided in the Background Information. As well as showing the plans for the citadel. This episode centers around the characters exploring Teran Drak, and so there is no linear sequence of events. There are some key events that must happen, and they happen in reference to certain rooms. The rest of the episode is laid out as a description of what happens in the key rooms.

### Main Hall

The main hall is the only entrance into the citadel, except for the tunnel leading out (see Treasure Room below). This is where the characters will get their first taste of what the citadel is like, however they are going to find they are not as welcome as they think they are . . .

You enter the citadel, and find yourself in a huge hall, lined by majestic pillars. The hall is enormous, but not unoccupied. Three creatures detach themselves from the ceiling and swoop towards you.

The creatures are Shadowmants.

### Meditation Chamber

The meditation chamber will be empty, but the characters are going to get an eerie feeling as soon as they enter the chamber. The eerie feeling is due to physic residue left over from the chamber's use as a place of meditation.

As you enter the chamber, the room seems to darken as if there was a spotlight on you. As you shake your head, the light returns to normal, but a few seconds after you stop moving your head the sensation returns.

You can faintly hear a noise that sounds like the rumbling earth, but as you focus your hearing, the noise fades into silence.

### Library

The characters entry into the citadel has not gone unnoticed. The Blood Circle suspected they have been followed, and that is why the orks were placed on guard at the entry. The obsidimen members of the Blood Circle have no doubt that the orks would fail, but they have something else in store.

To prevent the characters from ever escaping, they are going to use the library as a trap.

*Sniffing the air you can smell what seems to be smoke coming from a candle. As the air heats up, you notice smoke coming from one corner of the room.*

*From above you, crashing can be heard. The room above has collapsed, trapping any escape up.*

The Blood Circle has already taken anything of value from the chamber, and the characters are left with a few tantalizing morsels that go up in smoke.

One of the obsidimen is a magician, and when the characters enter, will make the meditation chamber collapse, sealing off the character's exit up. Then they block the door which is the only exit out of the library.

The characters are going to have to find some way of breaking down the door if they want to get out of the library alive.

### Worship Chamber

The Blood Circle are not going to take any chances with the characters, and the leader of the current group the characters are following, has stayed behind.

*Kneeling in front of the crystal is an obsidiman. The light cast by the torches on the walls paints the rock man's pitted skin in a mixture of light and darkness.*

*Slowly, the obsidiman rises, and turns.*

*"I am Thandrel Drek."*

*The voice comes out as a rumble, echoing off the walls.*

*"I am of the Blood Circle."*

*The obsidimen draws a huge sword from behind him, and stands before you both hands gripped on the sword.*

*"I am your death."*

*With that, he rushes forward.*

Thandrel will fight to the death to get rid of the characters, but at the very least will buy his companions enough time to escape with the information and the characters' windling friend.

### Treasure Room

Once again the Blood Circle has gotten here before the characters. What they have left they don't believe to be of any value, but they did not get everything. One of the last guardians is the spirit of an obsidiman, who has got a few surprises for the characters, as a reward for their efforts.

*From out of the shadows steps a figure of light. The ghostly form move towards you and you can discern that the figure is an*

*obsidiman.*

*"I am the last guardian of Teran Drak. This sacred place has been defiled by those that call themselves the Blood Circle. To aid in your quest I grant you the following . . ."*

The spirit will give the characters each a magical item suitable for their discipline. Refer to **EC** for details on some 'common' magical items that would be suitable, including magical amour and swords. There is no way the spirit would give the characters and truly powerful magic items.

## Epilogue

### Success

Once the characters have entered the treasure room and received their reward, they will notice a hole in the side of the room. The tunnel leads out and back to the surface.

### The Hunt is On

Once on the surface the characters must continue with their hunt. The details, however, are contained in Badlands, the next installment of Chronicles of Barsaive.

## Characters & Creatures

Some of the characters statistics have been placed in the back of the book in the characters section.

- Ceren
- Hrun
- Nybik
- Ork Warrior
- Shadowmant
- Thandrel Drek
- Thundra Beast

## Background Information

The information contained below is for the Games Master's eyes only. It contains knowledge known only to the elders of the obsidimen. Under no circumstances should the characters have any knowledge of anything that is to follow, except for that revealed in the adventure above.

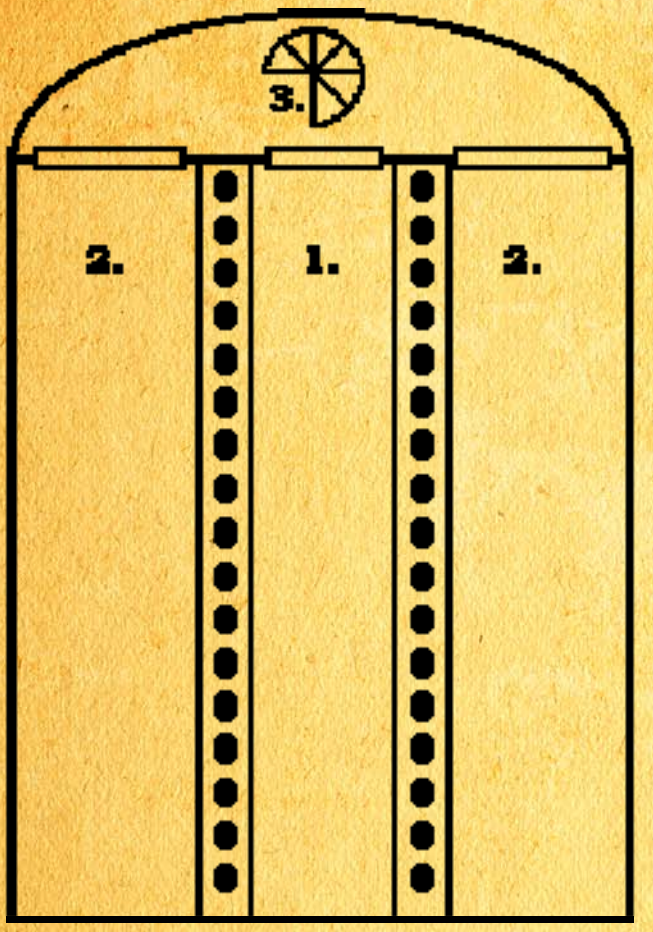
### Teran Drak: The Obsidiman Stone Citadel

The Stone Citadel was constructed five hundred thousand years before the formation of the Theran empire, when the elven court was just a dream and the obsidimen where the only power in the world. The citadel was not constructed in the real sense of the word.

The Stone Citadel was purely constructed by magic and thought alone, the stone loving molded into place. Not a single obsidiman hand was raised to make the citadel, as the obsidiman were so much closer to the earth in those times and had to merely think for it to change.

The citadel was called Teran Drak by the obsidiman, but no living being remembers Teran Drak except for the obsidimen elders and the Blood Circle (who only discovered it recently). The purpose of the citadel is known by known save the elders.

Teran Drak was built by the obsidimen for their use in governing the other seven races as they matured. When it was originally constructed, the citadel was built upon the tallest mountain in Barsaive, to act as a symbolic 'head' of the country. However, the obsidimen who ruled became too engrossed in the power they felt they had over the other races, and eventually the obsidimen elders stepped in and hid it underground. All knowledge of it has been wiped from the knowledge of all Barsaivians.




**Level 1 - 'Threshold' Level**

### 1. Main Hall

Originally the main hall was bare, and was solely used as a gathering place for the races. However, as the ruling council became more greedy, they added the embellishments now in place, including intricate columns, a blue carpet and strange, magical symbols on the walls.

### 2. Landing

The landing is the focal point of this level, and allows access to the other levels of the citadel. The spiral staircase in the centre of the room leads to the next level down.

### 3. Sleeping Chambers

These rooms, which are now bare and empty, used to be used for sleeping chambers. If the council had to convene the next day, they would stay and rest in these rooms. Obsidimen need little in the way in comfort, and found these rooms more than adequate.

When they were used for the other races' sleeping quarters as well, pallets were moved in, but no special arrangements were made for them.

### On the Original Layout of Teran Drak

Teran Drak was originally larger than currently shown. What lies before you shows only the current layout of Teran Drak, not what it looked like prior to its hiding. It started off as a small, practical, single level building which was enough for the needs of the council. However, it was extended as requirements demanded.

The level below was constructed as a meditation chamber for the obsidimen to commune with their life rock. The level below that was constructed to be a source of knowledge for all races in Barsaive, but soon became the providence of the rich and famous.

The levels above were ostentatious and not required at any stage. Thus the elders decided to have them removed when they hid Teran Drak. They kept the rest of the building to serve as a reminder to themselves of what power does, even to those believed to be immune to such things.

**Level 2 - 'Heart' Level**

### 1. Main Hall

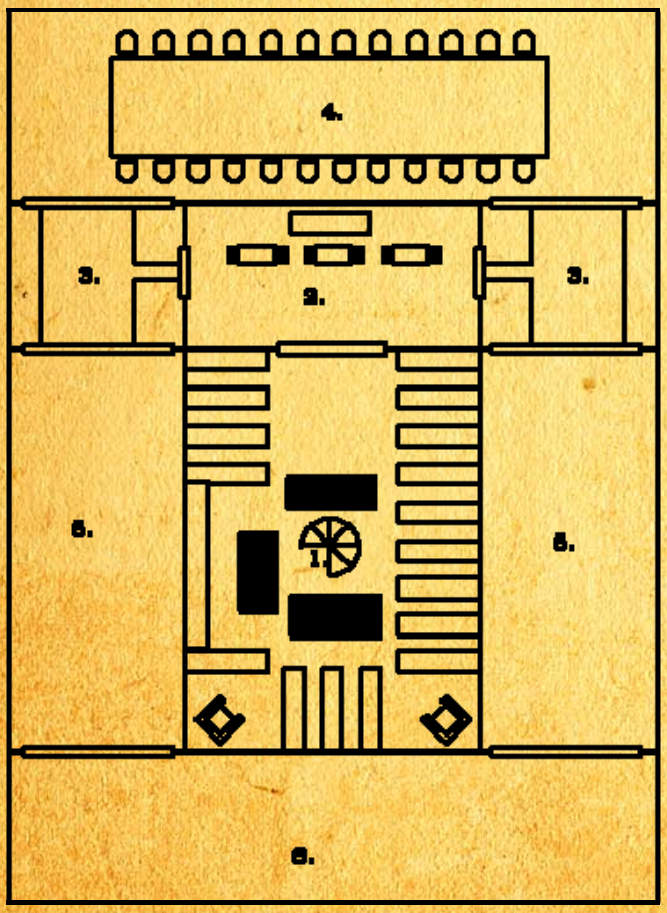
This room was originally constructed to allow the obsidimen to contact their life rock in peace, without constant interruption (for more information on life rocks and obsidimen in general, see DE 2). The room is and was bare, but because of its close proximity to the earth (having always been underground) it allowed the obsidimen to contact their life rock more easily.

Now, however, it is just an empty room which is used as an access point to the next level in Teran Drak. The spiral staircase in the centre of the room leads both up and down.

### On Mediation and Life Rocks

The Obsidimen have a special connection to their life rocks (see DE 2 for more information on obsidimen and their ways), and must, every so often, become 'one' with their life rock. The obsidimen of old were no exception, but the council often had to spend long periods of time in Teran Drak. To help ease their loss of contact, a few measures were put in place to allow them to dream with the life rock.

The meditation chamber on the second level and the worship room on the next level are two measures taken to ensure the obsidimen were not too far from their life rock.




**Level 3 - 'Knowledge' Level**

#### 1. Library

This is the greatest collection of pre-Thera and pre-Throal knowledge anywhere in the world. The collection isn't as large as that in Throal, mainly due to the hiding of Teran Drak thousands of years ago. If Teran Drak had been used up to the present day, the library would have been expanded, and no library in the world would have been able to rival it. As it is, it is still a magnificent collection, containing many early works. Most of the works are mundane, but there are a few magical texts.

#### 2. Worship Chamber

The name of this chamber is a bit of a misnomer, as the obsidimen don't worship things in the conventional sense. This chamber is similar to the chamber on the 'heart' level, and a life rock is actually situated in this chamber. Here obsidimen can become one with a life rock, without having the danger of doing so externally.

#### 3. Access Rooms

These rooms are solely points of access to other parts of the citadel.

#### 4. Meeting Hall

One of the more ostentatious parts of the citadel, the meeting hall allowed the council to meet to discuss various points. Beginning as a simpler room with a long table, and surrounded by plain chairs, it was functional and practical. Now, however, the table has been replaced by more ornate one, and so have the chairs been replaced.

#### 5. Sleeping Chambers

These are exactly the same as the sleeping chambers on level one. These, however, were for the exclusive use of the obsidimen. When the other races had to stay the night, the upper sleeping chambers were used for those races, and these chambers were reserved for the obsidimen.

#### 6. Treasure Chamber

This is where the obsidimen stored various items, most being magical in nature. Though some of the magical items were more 'mundane', there were in fact some quiet fantastic items located in the chamber at some stage.

# BADLANDS

## Adventure Synopsis

The trail of the remaining three obsidimen leads into the heart of one of the most hostile places in Barsaive.

The characters finally catch up to the obsidimen in the forest that begins on the outskirts of Kratas, and rescue their friend. Usun, however, has other plans for the characters and tells them that Ceren needs them. He gives the characters directions to ork village on the outskirts of the Badlands, but the characters are going to have to make their own way there . . . which means crossing the Mist Swamps.

Ceren informs the characters that he has discovered that the Invae have been increasing their activities and he needs their help in exterminating their menace once and for all.

## Starting the Adventure

We last left the characters in the ravine, just outside the exit tunnel from the stone citadel (a little way up from the entrance). The characters can follow the trail which leads down into a valley, created by the Tylon River. The characters are going to have to find some way of crossing the river, as there is no bridge or similar method of crossing.

If the characters are tracking by sight, they'll be able to pick up the trail on the other side of the river, and if they are tracking by magic, then they'll find picking up the trail even easier. Once on the other side, they'll have to continue back up the mountain, over the top, and down the other side.

All up the journey is going to take the characters approximately four days walking. The distance will be similar even if the characters are mounted, as the Tylon Mountains are treacherous and difficult to traverse.

## The Plot

### Kratas

The characters first encounter with civilization since Vors will be Kratas, a den of scum and villainy. Unfortunately the locals aren't going to be as friendly as the characters might want, as the obsidimen of the Blood Circle have been through and contacted some of their brethren.

Once again, the obsidimen have hired some orks to deal with the characters and they aren't going to be very pleasant.

*As you make you way through the crowded and filthy streets of Kratas, you notice a band of figures following you.*

The characters are more than likely going to investigate this band of figures, and when they do, the orks have been ordered to give the characters the following message:

*"We have your windling friend. If you persist in following us, your friend will surely die. If you return to Vors, we will return him . . . unharmed."*

A peaceful solution to the conflict is unlikely. The orks have been ordered to prevent the characters from following the obsidimen. They will so at any cost, having sworn allegiance to the Blood Circle.

### Confrontation

Once the characters have gotten through Kratas, the trail, they'll find, continues on south. However, the characters will quickly stumble on the obsidimen's camp if they travel without care through the forest.

The obsidimen are camped in a clearing just a few hours walk from the edge of the forest. They will have the windling with them but will look unkindly on interlopers.

The three obsidimen are all that are left of the second party that the characters have been following since Stone Citadel. They are all loyal to Thandrel Drek, and if the characters have killed him, they will fight to the death.

If not, the obsidimen will defend themselves with deadly force, but will make all attempts to escape and rejoin the main party (see Throal Mountain). If the characters prove to be more easily dispatched, then that's what the obsidimen will do.

Once the characters have dealt with the obsidimen, they can untie their friend, who will be very glad to see them.

### Usun's Return

The character's joy at finding their friend alive, is going to be very short lived. Another of their friends is in danger, and they find this out from a very unusual source.

The beating of wings wakes you from your reverie. A huge beast is approaching, and the noise of its arrival is deafening. It is a dragon.

"My name is Usun, and I know you. I have a message from a friend of yours, Ceren. He requires your assistance urgently. He is currently staying in Ch'tak village on the outskirts of the Badlands."

Usun will give the characters detailed instructions on how to get to Ch'tak village, and will then disappear. At all times he will emphasize the characters must arrive with haste.

Once the characters have received Usun's message, they can leave as soon as they wish. The journey from Kratas to the mountain range to the north of Death's Sea (unnamed for some strange reason) will take the characters approximately seven to eight days on foot, shorter if they ride. No encounters have been provided for this journey, but can be included to once again reinforce the idea that Barsaive is indeed a dangerous place to travel through.

Once the characters arrive at the foot of the mountain, they are on the threshold of the Badlands. For on the other side starts one of the bleakest parts of Barsaive. To get to the Badlands through the most direct route, the characters are going to have to enter and pass through the Mist Swamps.

The characters are going to have to wear clothing that is either heat resistant or allow their skin to breathe. They should not be allowed to wear amour of any kind, especially metal. Their weapons are going to be nuisances and should be covered. The characters are also going to need a good supply of water.

For more information on the Mist Swamps refer to page 100 - 101 of **BE** and page 36 - 37 of **SR**.

*An awful smell assails your noises, and from the mist that hangs in the air, you assume you are approaching the Mist Swamps. The smell increases, almost causing you to retch violently and your*

*vision becomes less useful as the mist intensifies.*

### Ch'tak Village

When the characters arrive in the village, one of the orks will meet the characters on the village outskirts and inform them that Ceren is not in the village at the moment, but has left instructions that the characters are to wait until he returns.

The characters will be taken to the hut of an old, ork invalid with which Ceren has been living with for some time. The characters should treat the old ork with respect, because some of the orks in the village have their gahad triggered if they discover people being disrespectful to the elderly. Ceren should be able to smooth over all but most brutal conflicts the characters get into, but will be heavily disappointed in them if they cause too much trouble.

After two days have elapsed, Ceren will return to the village and greet the characters straight away. After exchanging pleasantries and a meal (there is always time for a meal) Ceren will get down to business. The characters should first explain what they have been doing, as Ceren will relate to them some information about the group they had been following.

*"For some time I suspected that the Blood Circle was bigger than the single group that we encountered in Liaj Jungle, but I had no idea exactly how big the group was. I have been investigating, and to my knowledge there are about a dozen sects of twelve members scattered throughout Barsaive, though I haven't been able to determine if their influence is any more widespread.*

*"The first group we encountered I believe to be the controlling sect. The message they left was signed Kesnok of the Blood Circle, and I believe he is the leader of the group but I don't think Kesnok is his real name, but some sort of honorary title."*

The characters are probably going to get a little fidgety at this stage, and so an encounter has been provided to ease the tension and to lead into what Ceren is going to tell the characters next.

The Invae have suspected that someone is trying to discover their whereabouts, and has sent a party to investigate. They have a single order, to eliminate the threat. They are to keep their existence secret for as long as possible, but they can not return to the brood, for fear of being followed. Thus they will sacrifice themselves in any way necessary for the good of the many.

At this point the Ch'tak village should be infiltrated and the invalids hut is attacked. If the elder is slain during the conflict several ork NPCs will be furious. These will be useful later in the adventure.

After the attack, Ceren will lead the characters back into the hut and continue his story. It is important to build up the atmosphere, and Ceren will lead into the more current information with this story.

*"As you could have already worked out, the Invae are very much alive. We first met them in the Servos Jungle where they warned us that the Legends of Earthdawn were going to be exterminated in order that the Hive could rule the entire world. They also indicated that they were running out of time, and I believe that they require more magical energy. More than likely they flourished during the scourge, but now magic has stabilized they are weakening.*

*"You might be wondering what the connection between the Blood Circle and the Invae is, and I hope there is none. But we must be sure, and we must get rid of the Invae as soon as possible.*

*"I think that I if we follow the tracks of the Invae, that we will be led to the Queen Invae. It is our job to exterminate her at all costs."*

Once Ceren has finished his stories, he will want to head off as soon as possible to eradicate the Invae infestation. Ceren will give the characters the rest of the day to recuperate, but early next morning the hunt is on.

As many furious NPC orks as you deem necessary to include will join the adventurers in their endeavor.

### Tracking the Invae

The characters will find tracking the Invae fairly easy as long as one of them has a tracking talent. If not, the characters are going to have to make perception roles to see if they can distinguish Invae tracks from the surrounding area. The difficult number of the tests is left up to the discretion of the Games Master.

The trail leads south, to a small, outcropping of rocks. The journey will take the characters about three days on foot, less if riding. Once the characters arrive, they will notice the entrance into the hive quiet easily.

The entry into the hive is a smallish opening, large enough for one obsidiman or troll size person to fit through. The surrounding area is rocky, with the entrance being partially covered by rocks.

The entrance leads into the first chamber of the hive. The chamber will be empty as it is merely a nexus point in the hive, though the Games Master can place an encounter here if they wish.

### The Hive

The Hive is split into three levels. Normally an Invae hive would be much bigger, but the Invae have had to keep their activities quiet and didn't want to expand too fast. The Hive is well patrolled, but they have been speeding up their activities recently and so their not at full strength in the hive.

To compensate for the fewer number of Invae in the hive, these creatures have set a few traps in sensitive areas. They are magical in nature and are designed to protect the things that the Invae hold dear.

Below is the layout of the hive, one level per map. Only those areas of interest have been numbered and been given a description. In all instances, the Games Master must describe the turns and passages of the corridors, and give descriptions where there are none.)

**Map 1 – Hive Top Level**

#### 1 Entrance

This is the only entrance into the hive, and the starting point for the characters adventures.

If the characters should have a light source with them read the following:

*The walls and roof are of compacted*

*earth. No debris or small stones litter the floor and it is eerily void of any name-giver presence.*

**2 Experimentation Chamber**

This chamber is where name-giver prisoners are taken to have experiments performed on them to turn them into Invae or supply the blood to power their magic. There are normally one or two name-givers in the chamber with an Invae experimenting on them.

**3 Holding Cell**

This is where name-givers are kept before they are experimented on (see Experimentation Chamber above). They are chained to the walls and left unguarded. Normally there are two or three name-givers being held here.

**4 Exit**

This is the only down from this level, and there is a roughly hewn tunnel leading down to room one of the second level.

**Map 2 - Hive Mid Level**

**1 Entrance**

This is the only entry point into the "second level"; here is where the rough hewn ramp from the first level terminates. Typically, there might be a few Invae traveling through this chamber. These may ignore the characters as long as the characters do not appear to be hostile.

*A very faint luminous glow pervades the chamber.*

All the remaining chambers in the hive will have this glow. It is a byproduct of the Invae

**2 Magical Store**

Normally the name-givers the Invae capture have magical equipment on them and this is where is kept. Typically it contains non-magical weapons as well as a few magical items such as booster potions, magical weapons and amours and, very rarely, patterned items.

The Invae don't hold much use for these items and so the chamber is normally left unguarded.

**3 Hatchery**

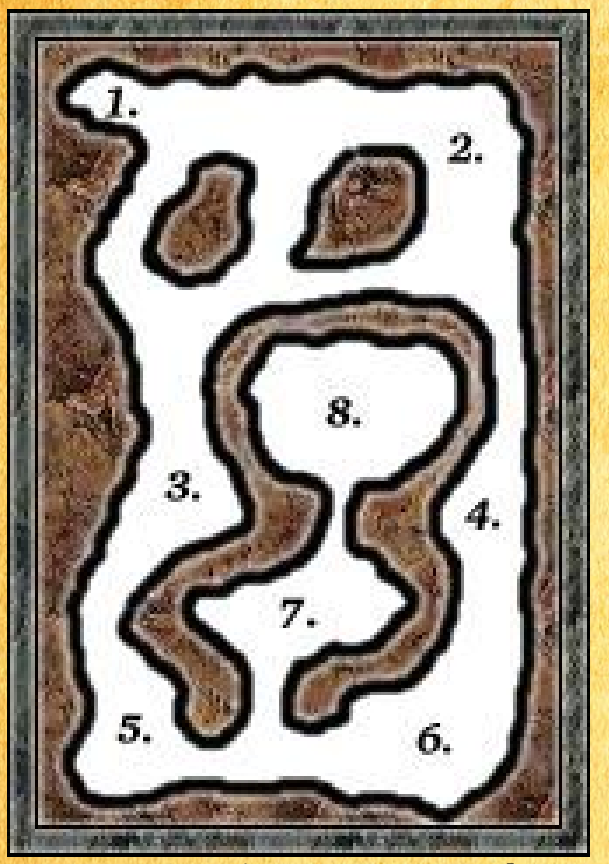
This is where all the young Invae larvae are stored. The room is uncomfortably warm, and that is to aid the larvae's growth. Normally there will be one or two worker Invae coming or going, they may ignore the characters as long as they don't interfere with their work.

**4 Storage Area**

This is where all the Invae's supplies are stored, consisting of food, miscellaneous equipment and a supply of water. There might be a few Invae traveling through this chamber bringing food or taking it away.

**5 Exit**

This is the only down from this level, and there is a set of 'stairs' leading down to room one of the third level.




**Map 3 - Hive Bottom Level**

### 1 Entrance

This is the only entry point into the level, and there is a set of 'stairs' which leads up to room five of the second level. Typically, there might be a few Invae traveling through this chamber.

### 2 Eating Area

This is where the Invae eat as well as meet to discuss plans or just 'relax'. The Invae don't hold to any strict eating pattern, believing that they should eat when they are hungry.

### 3 & 4 Undefined Area / Magical Trap

This is area is left up to the Game Master to develop or leave empty.

This chamber is booby trapped with a trip wire which sets off a magical force field. The force field can be removed either by casting a dispel magic on it or throwing an object big enough at it to dispel it (obsidiman size or higher). If some one tries to pass through the barrier, they will suffer 5D6 damage each round they are in the force field, and must make a strength test against a difficulty number of fifteen to pass through.

### 5 & 6 Sleeping Chambers

This is where the Invae sleep, and typically there are about three or four sleeping Invae in each chamber. They sleep close to the queen so they can come to her aid when necessary.

### Guard Chamber

This is the only entrance into the Queen's Chamber. At all times there will be four Invae guarding the entrance into the chamber.

### Queen's Chamber

This is where the queen resides. Once the characters arrive here, go to Queen Invae for details on what happens.

## The Queen

When the characters arrive in the 'Queen Chamber' they will finally get their chance at revenge. Ceren will fight to the death if necessary to get rid of the Queen Invae from Barsaive.

*Entering the chamber, you notice that the walls seem to give off a yellowish glow. The chamber seems to be filled with white sacs, which form a mound. Sitting on the top of the mound is an insect with a huge abdomen.*

*The Queen Invae.*

*"Why . . . you . . . here?"*

*The queen's voice comes out as a sibilant whisper.*

Once the queen realizes the characters intend to kill her, she will try to call her fellow Invae. If any remain, they will come to her aid in five to twelve rounds.

The Queen Invae is from whom all Invae are born. Even when the Invae call their

brethren from astral space, they have already been born from a queen. The reason the Invae need to call a queen from astral space is the magic laden space reduces the queen's fertility. Once on the fertile soil of Barsaive, that fertility increases ten fold.

### Escape from the Hive

Once the queen has been slain, the characters have completed their mission. The Games Master can make the character's hack their way out of the hive, or merely flee for their lives. Either way, make sure this part of the adventure is laced with tension.

## Epilogue

### Success

*You push your way to the surface, and clamber out of the hole onto the hot, dusty sand of the Badlands. Breathing heavily, Ceren smiles at you all, and slaps you congratulatory on the back.*

*"Well done my friends, we have succeeded in exterminating the Invae from Barsaive."*

Once on the surface, the characters may like to close off the entrance to the hive, and finish of any remaining Invae (if any). Their joy will be short lived however.

### Blood Warder

The following description can be read out when the characters depart the hive.

*On the horizon you notice a dust cloud forming. The turbulence seems to be moving your way, and you can just make out a single figure inside.*

*As the cloud approaches, the figure seems to break away from it, and you can see it is a figure on a horse.*

*The figure on the horse draws up to you, features hidden by a cloak, raising one dusty hand, he pushes back his cowl.*

*From his skin, glints thorns.*

This is where Badlands ends. The story is continued with Blood Wood.

## Characters & Creatures

All the characters statistics have been placed in the back of the book in the characters section.

- Ceren
- Invae Queen
- Invae Warrior (from Astral Space)
- Invae Warrior (Barsaive Native)
- Nybik
- Ork Warrior
- Obsidimen

## Background Information

All the characters statistics have been placed in the back of the book in the characters section.

For more information on the Ork Warriors, including statistics, refer to pages 307 - 308 of **ED**.

Typical statistics for Obsidimen can be found on page 87 of **ED**. Modify according to the power of your group.

For more information on the Invae, including statistics, refer to pages 17 -18 of **BG**. The statistics for the Invae should be modified accordingly for the queen Invae.

Consider that Some Invae are creatures from astral space, spells that target horrors could also have nasty results on them. Where as with Invae born in Barsaive are of this world. The spells that have such a devastating affect on their astral origin brethren may have no result on them.

# BLOOD WOOD

## Adventure Synopsis

Takaris has been framed as a Theran spy by his rival Kalourin. Takaris just escapes with his life, but swears vengeance. It his wanderings he discovers rumors that Kalourin is part of the Blood Circle. He makes his discover in Vors, after following a third group from Vors and into the Badlands, sent to re-enforce the group the characters were chasing in Stone Citadel and Badlands. He loses the trail of the group, but stumbles upon the characters.

Marveling at his luck, Takaris offers to pay the characters to go to Blood Wood to talk to Alachia about the Blood Circle, as she only likes first hand information.

When they arrive in Blood Wood, they are greeted with hostility. Kalourin is now Alachia's favored adviser, and Takaris begs the characters to help him, saying that not only will they remove a Blood Circle member, but also earn the respect of Queen Alachia.

## Starting the Adventure

The following description follows on from the previous adventure, Badlands, to remind the characters of what has happened before, as well as continuing on to reveal the identity of this mysterious fellow.

*On the horizon you notice a dust cloud forming. The turbulence seems to be moving your way, and you can just make out a single figure inside.*

*As the cloud approaches, the figure seems to break away from it, and you can see it is a figure on a horse.*

*The figure on the horse draws up to you, features hidden by a cloak, raising one dusty hand, he pushes back his cowl.*

*From his skin, glints thorns.*

*A Blood Elf, cursed forever.*

The characters are more than likely going to be suspicious of the lone figure riding towards them, so it is up to the Games Master to decide how the encounter pans out.

Takaris has been banished from the elven court in Blood Wood, and is looking for a way to clear both his name and regain his honor. He suspects that his rival, Kalourin, framed him, and that the only way to clear his name is to prove that Kalourin is a member of the Blood Circle.

Takaris is not going to tell the characters any of this, keeping his dishonor private. Instead he will indicate that he is one of Alachia's most trusted advisers and that the queen has recently discovered the existence of the Blood Circle. He was sent to investigate the activities and aims of the Blood Circle, and has been tracking a group of Blood Circle members from Vors (where he picked up their trail). He lost them in the Badlands, traveling south, and was attempting to pick up their trail again when he bumped into the characters.

In reality, Takaris was in Vors to escape from a group of Blood Warders tracking him, and planning his next move. He discovered the existence of this group of Blood Circle by

accident, hearing a conversation a group of them had with an innkeeper. Following them on a hunch, he found they went to the ruins of a Traveler's Lodge. There they performed a Blood Magic ritual and Takaris assumed they were part of the Blood Circle. The rest, about him tracking them and losing them, is true. He was just lucky that the group was in fact Blood Circle.

Takaris will offer to pay the characters a large sum (whether he pays or not depends on how the characters fare) to tell Alachia of all they know of the Blood Circle. He knows the characters are involved as he will recognize their descriptions from the questions the Blood Circle were asking Lial.

If the characters agree, move on to Back to Civilization. If the characters are unsure, it is up to the Games Master to hook the characters. Have them meet another group of Blood Circle; chased by the Blood Warders' tracking Takaris or have Takaris hire some orks to take the characters unwillingly. The options are limitless.

## The Plot

### The Journey to Blood Wood

The characters journey to Blood Wood is going to long and arduous. All up, it will take the characters about a month to get to Queen Alachia's palace. This isn't bad considering it is on the other side of Barsaive.

Takaris suggests that they journey to Trosk, a small village on the shores of Serpent River and catch a river boat, the fastest form of travel. Trosk is inhabited by Questors of Jaspree attempting to curb the growth of the Badlands. For more information on Trosk refer to page 36 of **SR**.

The journey from the Invae hive to Trosk will take the characters about five days on foot, less if they are riding. No encounters have been provided as there are plenty further on.

Trosk, as has been mentioned above, is a small town on the edge of Serpent River. As the town is completely populated by Questors of Jaspree, the characters aren't going to find hanging around much fun unless they too are Questors of Jaspree.

The characters may wish to pick up supplies and rest while Takaris goes off to see if he can higher a river boat. The characters can go with Takaris if they wish, and he will make no comment. There aren't any river boats in dock, but there is a river ferry, The Floating Troll, that can take the characters all the way to K'tenshin, a large T'skrang village.

Takaris will cover the character's expenses, seeming to have a limitless supply of coin, including travel, meals and drinks. Once River Ferry passage has been secured, Takaris suggests they leave as soon as possible.

The journey from Trosk to K'tenshin will take the characters about a day and a half on the river ferry. The ferry will travel sixteen hours a day, mooring in the middle of the river at night for four hours. River ferries can travel about ninety-six miles a day. For more details on river ferry's refer to page 108 of **SR**, and pages 90 - 110 of the same book for details on Ships of Serpent River.

As the route is not very well traveled, pirates tend to ignore this part of Serpent River. For this reason no encounters have been provided. Creatures are less partial to the density of river travel, so feel free to give the characters strange creatures to fight.

The ferry will also pass Fallam village, but will not stop there unless a passenger wishes to depart.

K'tenshin, or the Sixteen Towers as it is more commonly known, is the home of House K'tenshin the biggest House in the Southern Reach of Serpent River. The sixteen towers are arranged in a four-by-four grid

which outlines nine diamonds and is where the house gets its common name, the House of Nine Diamonds. For more information on the Southern Reach, House K'tenshin and The Sixteen Towers, refer to pages 16 - 37 of **SR**.

K'tenshin is going to be of far more interest to the characters, and Takaris will allow them the rest of the day to explore. He will leave to book passage on a river boat all the way up the Servos River, and the characters can join him if they wish. Once that is done he will retire to an inn until the next day when the river boat leaves.

The Sixteen Towers is the crux of trade along the Serpent River in the south, and the characters will find little difficulty finding all but the most difficult of items.

The day after their arrival, the river boat Singing Lady will leave K'tenshin. The river boat travels faster than the ferry and can travel 128 miles per day. The boat will follow the same ritual as the ferry, traveling sixteen hours a day and stopping for eight.

The trip will take approximately five and a half days, and a total distance of about seven hundred miles. No encounters have been provided, but river pirates are more common and could be easily added.

Once the characters reach the end of Servos River, they must disembark and continue north. The journey from the beginning of Servos River to Serpent River will take the characters about five days.

This being a very well traveled route, highwaymen abound. About one per characters should be enough. The characters shouldn't find the highwaymen any trouble at all; they have been placed here to keep the characters on their toes. Highwaymen abound in most well traveled places of Barsaive. It is only in places of exploration that you can be sure of not to find bandits, mainly because they aren't stupid enough to be eaten by horrors that inhabit such places. The highwaymen aren't after the characters personally.

The final leg of the journey will take the characters across Serpent River and to the edge of Blood Wood On the shores of Serpent River the characters are going to have to find a way to cross. The easiest way is to look for another river ferry or similar vessel. The river ferry will be able to get the characters across in no time at all.

Once on the other side however, the characters are going to be attacked by a group of orks working for the Blood Circle. They have been instructed not to let the characters reach Blood Wood, but to capture Takaris alive. The orks are some hired goons the third part of Blood Circle hired to deal with the characters. Once the party discovered the second party had been eliminated, they left to inform Kalourin of what had happened. Discovering the characters also trying to reach the same destination, the group hired some orks to deal with them. The orks have been promised an easy fight and lots of money, so will flee at the first sign of trouble.

The journey from the other side of Serpent River to the edge of Blood Wood should take the characters two days on foot, less if riding. Once there their adventures just begin.

### Corrupted Forest

The final leg of the journey for the characters is to Queen Alachia's palace. The journey will take about eight days, and without Takaris' help they would never find their way to the Palace. The characters journey will take about eight days, but to add a bit of tensions, an encounter with Blood Monkeys has been provided. There should be six to twelve Blood Monkeys.

The characters aren't going to be greeted as hospitably as they though they might; in fact their arrival is going to be met by deadly force.

*From out of the surrounding trees, figures appear. These silent, graceful beings surround you and within a few heartbeats you have no escape.*

*One of the figures steps forward, a gold sash across his chest being the only item that distinguishes him from the rest.*

*"Takaris, so nice of you to return."*

*"I didn't know you care, Kalourin."*

*The two elves face each other off, visages twisted in anger, and voices dripping with malice.*

The characters are going to have their weapons taken away and their hands bound. They can try to resist, but make sure they realize they are facing overwhelming odds. Once they have been bound up, they will be taken to see the Queen.

Kalourin suspected Takaris would try something like this, and intercepted the Blood Warder and the characters at the earliest opportunity. Somehow the Queen found out first and ordered Kalourin to escort Takaris and his companions safely to an audience. Normally the characters wouldn't get anywhere near the Queen, but because she believes them to be Takaris' companions she will allow the characters a little license. The characters are going to have to make sure they don't push too hard.

Once the characters are taken into the Queen's presence the following events will take place:

**1.** The Queen is first of all going to ask why Takaris has brought these outsiders with him. Takaris says they know of the Blood Circle and he brought them to tell all they know. He will stress that the Queen doesn't like second-hand information.

**2.** The Queen will briefly talk to the characters, and then tell them she will wish to question them further. She will order a servant to prepare some rooms for the characters for a week.

**3.** Kalourin will then step in and remind the Queen that Takaris was accused of treason and was to be executed. The Queen will wave him off which will miff him.

**4.** The Queen will then ask why Takaris returned, and he said that his duty to the Elven Court came first, and he had to bring this information to the Queen. She will look puzzled, and then tells the guards to take him away.

**5.** The Queen will then have the characters escorted to their rooms.

Not long after the characters are taken to their rooms, a servant will inform them that Takaris has requested their presence, and wishes to speak with them. The characters can refuse, and it is up to the Games Master to prod them in the right direction.

When the characters arrive, they will find that Takaris has been locked up in a cell, and is being held there for treason (so one of the guards says). Takaris manages to get the characters and he some privacy so he can discuss what is really going on. He will tell the characters the whole truth, about how he was framed by his rival as a Theran spy, and how he fled to avoid execution. He said he was framed because he found out that Kalourin is a Blood Circle member but had no proof.

He also tells the characters he didn't want to discuss all of this earlier because he thought it would sway their decision. He needed some way to keep himself alive long enough so that he could get some friends to find hard evidence. He said he needed outsiders as there would be less chance they would be influenced by the politics of the situation, but he also needed a good excuse to bring them in.

## Options

Now that the characters understand what is really going on they are going to have to decide what to do. Fortunately they have a range of options open to them:

**1)** Help Takaris

The most obvious is to help Takaris prove that Kalourin is a member of the Blood Circle. If they decide this is the right option, go on to Catch a Spider below.

**2)** Support Kalourin

At some stage Kalourin is going to approach the characters and ask for their support in denouncing Takaris. Even if they do nothing, Kalourin is going to use their silence to aid his cause. If the characters actively support his cause however, he will look on them more favorably and would be more likely to let them live.

**3)** Plead for the Queen's Intervention

The characters may just decide that court politics are too much and they want nothing to do with it. If they do they are going to have to make sure Kalourin doesn't have anything nasty planned for them (see note two) and must get the Queen's protection. They are going to have to plan on the fact that they are bringing her very valuable information, and should be rewarded accordingly.

## Catch a Spider

The characters are going to have to find some hard evidence if they want to prove that Kalourin is a member of the Blood Circle. They can't just accuse him, as they are outsiders, but they do have a few things going for them:

**1.** The Queen is going to want to question them about their knowledge of the Blood Circle. Over the space of a week she is going to interview them at least three times, each time in the evening after dinner. She will question the characters on anything and everything, including questions about the characters themselves. She won't stop until she is satisfied that she has all the information the characters have as well as being sure that the characters are trustworthy. The Games Master should build up the atmosphere with these interviews, emphasizing the dark, broody nature of the palace and its inhabitants. Stress the repulsiveness of both the Queen and her retainers, as well as the twisted flora that surrounds her domain. This will give the characters the time they need to explore, uncover and expose.

**2.** Outsiders are uncommon, though not unknown, in the elven court and so the characters have an air of mystery about them. This, coupled with the fact that the characters are carrying important information, will cause the elven nobles to treat the characters with a certain amount of fascination. This will give the characters a lot more freedom; they will be allowed almost anywhere, as well as giving them every ear in the elven court as well as numerous sources of information.

All of this is all well and good, but is not going to help the characters get the evidence they need to help Takaris. There are a number of ways the characters can go about this, and the following is a list of suggestions:

**1.** Hard evidence is going to be very convincing. The first place the characters will think to look will be in Kalourin's quarters. Though the characters have a pretty free reign, the guards aren't going to let the characters waltz in here, so they are going to have to break into Kalourin's room. Once inside they can search around, but will find most of his stuff is personal. The real hard evidence can be found in the third point.

**2.** Talking to the other elven courtiers is going to be a gold mine for the characters for even though they can't get hard evidence, they will pick up a number of leads. Most will mention that Kalourin seems to have some sort of merchant business going, which through frowned upon by the Queen, is not

illegal. He has also a section of the place which is populated by himself and his most favored.

**3.** The characters next instincts should be to follow Kalourin around. They will notice that there is a secret entrance three doors down from his room, and they can follow him through to a secret spiral staircase which leads into his secret meeting room. The meeting room has an exit to the outside world, which is enough to get Kalourin hanged. More importantly they will find records of correspondence between Kalourin and the Blood Circle discussing Takaris' continuing nuisance and the need to have him removed.

The sequence above is one path to discovery, but the Games Master can devise any numerous ways in getting Takaris' freedom including torturing Kalourin for information as well as dropping in on one of Kalourin's meetings. The first suggestion should be frowned upon, and would more than likely get the characters in a whole pile of trouble. The latter is a better course of action, especially if well planned, as it would catch Kalourin red-handed.

### D'Accuse

When the characters have their evidence, they can go to the queen with it and plead their case. Just because they have evidence doesn't mean they will automatically win. Alachia isn't known to be completely impartial about her judgments.

Alachia is very fond of Takaris, as though he often disagrees with a lot of her decisions; his loyalty has never been questioned until now. In some ways Alachia was grateful the characters came to clear his name. She is almost looking for any excuse to clear Takaris' name.

Let the characters role play their case with the Queen, with Kalourin making all sorts of wild accusations. As soon as the characters level the charges against Kalourin he'll try to flee so one the characters should be allowed to stop him.

Kalourin is not going to leave without a fight however. He saw what was happening and has a contingency plan. He smuggled six orks into the palace and they are ready for his signal.

There are six orks in the party, and once the fight is over, Kalourin is nowhere to be seen. The orks are loyal to the Blood Circle and will fight to the death.

The final part of this adventure is the characters hunt to reclaim Kalourin, or if the Games Master wishes it can be ended here. If the characters are going to track Kalourin, they are going to need some skill as he is experience in traveling through Blood Wood and knows his way around.

The trail ends one hour to the east of the palace in a small hut that has been Kalourin's safe house for some time. They will find him there packing, and will have to subdue him if they wish to claim him as their prize.

## Epilogue

### Success

Kalourin's fate has been sealed, and three days after the characters return him he is hanged. Alachia will thank the characters for their help and tell them they should consider her a friend.

For their efforts, Takaris will reward the characters with one magical item each as well as a sum of five thousand gold pieces in gems and jewelry, most of Kalourin's old wealth.

## Characters & Creatures

All the characters statistics have been placed in the back of the book in the characters section.

- Blood Monkey (BG pg 56)
- Ceren

- Highwayman
- Kalourin (see page 88 of MB)
- Nybik
- Queen Alachia (BE)
- Takaris (see page 89 of MB)
- Thornmen

## Background Information

Reading the Blood Wood source book would also be useful.

### A Rose by Any Other Name

*A Discourse on Blood Elves*

The scourge brought many things, death, fear and pain. It is the last of these things which has dominated the very souls of the Blood Elves who used this as their salvation from the scourge. But at what price?

Their brethren, who I will term 'common elves', believe them to be perversions o nature and the sentiment is returned. The Blood Elves, however, despise what they have become too, though they are too haughty and proud to admit this fact to the rest of the world. They have continued with this farce so long that many now believe they are in fact the most beautiful creatures in all of Earthdawn.

The Blood Elves have one, much important trait, they are the elves who stayed loyal to their Queen to the bitter end causing them to call the common elves 'outcasts'. This intense loyalty is one of the few redeeming qualities of the Blood Elves, though they are a little misguided in giving it to their queen. Blood Elves are, on the whole, arrogant, stubborn, violent and quick to temper. They are completely sure of their superiority and will not accept anything challenging their way of life. Their love for their heritage and customs is the only other redeeming quality, though their pig headed refusal to accept change counter this.

The Elven Court is the centre of the Blood Elves' lives, and much of their life is spent plotting and scheming there, to raise themselves up the social ladder. Their unscrupulous behavior extends even so far that they would sell out their kin if they thought it would gain them status. In the centre of this web of deceit and cunning is Queen Alachia herself. She symbolizes the Blood Elves, representing all that is evil and corrupt in the court.

Queen Alachia is the most stubborn and defiant of them all. She refuses to accept any suggestions and most of her rule is based on whim and fancy rather than law. She doesn't see King Varulus as the ruler of Barsaive, but believes him to be some sort of stuffed up dwarf with delusions of grandeur. As if she could talk? Some say that Alachia was the most beautiful creature in all Barsaive, I suspect some exaggeration, but now her beauty is more a fascination with the perverse rather than true beauty.

Blood Wood seems to symbolize the Blood Elves' plight. It is a place of evil, filled with strange, twisted creatures. Some believe horrors still inhabit Blood Wood, and I believe these rumors to have more than a grain of truth in them. Perhaps the Blood Elves are in league with the horrors. Blood Wood is also full of angry, defiant plants which will block the passage of honest travelers. The worst inhabitants of this cursed place are the Blood Elves themselves.

The Blood Elves are a strange brooding lot, best to be avoided at all costs.

# THROAL: MOUNTAIN

## Adventure Synopsis

The Blood Circle want to alter the balance of power in Barsaive, taking Throal's power and have Thera as a scapegoat. They intend to murder the king and replace him with a magical construct, but this requires powerful magic. The stones gathered in Liaj Jungle are a part, as is the lore contained within the Stone Citadel.

The character's are resting in Vors, but their peace is soon shattered by a desperate plea for help. Prince Neden was on an urgent mission when his airship was attacked, and the characters must rescue him. Once they have done this, Prince Neden will want to continue with his mission as soon as possible. Unfortunately he has suffered some losses, and will offer to employ the characters.

Prince Neden, a commander in Throal's navy, has been sent to investigate reports of a horror preying on a T'skrang settlement which is disrupting trade and costing many Throal trading houses dearly. The reports of the horror turn out to be true, but the horror is being controlled by the leader of the Blood Circle, Kesnok, who knew the horror's attacks would attack the attention of Prince Neden. Kesnok wants to lure Neden to the Horror's lair to try and horror mark him, so when he deposes Varulus, he will be in control of Throal.

Once the horror has been defeated, the characters are convinced by the prince to return to Throal, both as an escort and to receive a reward for helping him on his mission. When they arrive, they find Prince Neden's mother, the Queen of Throal, deathly ill. It falls to the Prince and his new found friends to search desperately for the only substance that can help her, the flower of the Starfire plant. The Starfire plant, however, is only located on the very top of Throal Mountain itself, guarded by a creature shrouded in legend.

The characters must return to Throal with the antidote it time, but will have little time to rest before they are sent off again. This time they must discover who it was that poisoned the Queen and bring them to justice. Their task will not be easy as the leader of the Blood Circle has taken a personal interest in the characters, and has sent an assassin after them. Their investigations, however, will lead them into the very heart of Kesnok's final gamble.

It will lead the characters into their final confrontation with the Blood Circle . . .

## Starting the Adventure

### The Opening Cantos

There is no beginning, nor an end. Just beginnings and endings. For life is like a circle, an unending stream of memories, dreams and hopes. Mixed in them all are the lives of name-givers struggling to find a purpose, a place. Somewhere to belong.

Barsaive has only barely survived the scourge, but the torments of these dark days are finally fading. A new age is beginning, but with a beginning must come an ending.

This is that ending.

## The Plot

### A Plea for Help and Rescue

While the characters are relaxing in the new Traveler's Lodge, sponsored by Nybik's shares of the treasure, they receive an urgent request for help.

Prince Neden's airship has been taken down by a troll airship, and the Prince and his men are currently being besieged in their downed vessel by a group of orks. Fortunately, one of Prince Neden's men, Finin O'Danan, managed to break through the siege and proceed north to find help in Vors. It is pure coincidence that Finin stumbles upon the characters first, but that's how legends are made.

Finin will plead with the characters to come to the aid of his prince, but will spare only enough time as he believes is necessary. He will be keen to get back to the battle, but will talk with anyone he passes. If the characters are unwilling to help the characters, Ceren and Nybik will join the fray which should encourage the characters to do likewise. If the characters decide to join the fun willing, Ceren and Nybik will still join the characters.

When the characters arrive on the scene, about a half hour south of Vors, they find Prince Neden and his forces are indeed hard pressed. The characters arrival should turn the tide of the battle, but give each character one to two orks to satisfy their blood lust.

The following map gives the approximate location of the crash site relative to Vors. The orks are locals who were lead to believe, by The Blood Circle, that the downed ship was Theran. As orks rigidly believe in freedom, they will do whatever is necessary to defeat the 'Therans'. If they do find out who they are really attacking they will stop immediately and beg for forgiveness.

**Map 1 - Location of Crash Site**

Once the characters save Prince Neden's life, their adventures have just begun. A description of Prince Neden, and brief statistics, can be found on pages 50 - 51 of **TH**.

### The Family Reunion

The prince will be extremely thankful of the character's opportune arrival, and will promise the characters will be amply rewarded when he returns to Throal. He will explain that he is on an urgent mission to help combat the reports of a horror which has been harassing a T'skrang village and holding up trade conveys from Iopos and Throal. Though relations between Iopos and Throal are barely cordial at the best of times (see page 72 of TH), the trade conveys contain intelligence reports as well as refugees smuggled out of the city.

The horror attacking Pen'teran has destroyed the docks and continues to harass villagers. Trade convoys refuse to travel through the area, and so trade has trickled

away to nothing. Prince Neden, on his own initiative, has decided the only way to return trade to normal is to remove the threat of the horror.

Prince Neden's forces have dwindled and most of his forces are injured or dead due to the crash as well as the ork attack. The prince will be willing to employ the characters to help him complete his mission. He is not completely brash that he thinks that he can take on a horror by himself, and will appreciate any help the characters can give (and will pay handsomely).

The prince will be quiet distressed that the part must continue by foot, as the journey will take longer and he believes that the sooner they arrive the better. His distress is soon eased by the arrival of Swiftfoot. Swiftfoot was traveling to Vors to visit Bonehead, when he spotted the airship wreckage and diverted his journey to investigate. Swiftfoot will be happy to lend his airship and crew to Prince Neden's efforts which should encourage the characters to join in the fun.

**Map 2 - From Vors to Pen'teran**

No encounters have been selected for this part of the episode, though they can be provided to relieve tensions and once again reinforce the idea that travel through Barsaive is still dangerous. Suitable encounters can be chosen from the following list: return of the Troll Sky raiders who attacked Prince Neden's ship; another ship of crystal raiders; Chakta Birds; Crakbills; Drakes; or Griffins.

### Pen'teran: Home of the Horror

Once the characters arrive in Pen'teran they have begun their journey which will end in a confrontation with the Blood Circle. The Blood Circle has made a pact with a horror to attract the attention of the Throalic Navy. The Blood Circle intends to capture Prince Neden and make him their puppet ruler, in anticipation of Valurus' demise.

The characters are going to have to help Prince Neden search for the horror preying on the villagers:

**1.** The first thing the characters should do is talk to the some of the villagers to find out what's going on before they stick their neck out too far. When they talk to the villagers they will find out that they are just being harassed and no one has been hurt. Property has been damaged and livestock have disappeared, but no name giver has died nor suffered any injuries of any sort.

**2.** The same evening as when the characters arrive, Prince Neden's party is attacked by a group of ogres at wherever they are staying. The Blood Circle want to kidnap Prince Neden, but don't wish to have to rely on their Orkish underlings. Considering the run of bad luck the Blood Circle have had with orks, they have decided to use a few ogres they have captured and mind wiped. The ogres are blindingly loyal to their masters, but have little thought of their own so will attempt to complete their mission without fighting that hard. They will prefer swatting the characters out of their way and continue with their mission.

**3.** With the failed kidnapping attempt in their mind, the characters should be suspicious that there is more here than meets the eye. Their suspicions should be increased when they notice they are being shadowed. At this point make it difficult for the characters to catch the people shadowing them, as it will add to the tension, and will add to the atmosphere of the characters.

**4.** The Blood Circle are going to be very irritated at the characters are going to try to get them out of their hair. There is a crazy old man in the village who is always spouting off about something, so most people ignore him. The Blood Circle are going to use him to get at the characters, by using their horror to seize his mind, they will make the old man start raving about how some of the prince's men are horror marked. Normally the villagers are quiet well reasoned, but when the subject of horrors comes into play, sense goes out the window. Eventually the villagers will start rustling up a posse and persecuting the characters. When the characters demonstrate their artisan skills, the villagers will be convinced of their purity. The old man too can demonstrate an artisan skill?

### When the going gets tough

When all is said and done, the Blood Circle will attempt the only other option open to them, direct confrontation. They know if they can completely overwhelm the prince's forces, their plan can still work. They will allow the horror to mark the prince and leave him in the wilderness for someone to follow. With no memory of his experiences in the village, the king will send an investigative team to the village and find it razed. The team will conclude the prince's forces were overwhelmed by the horror, and the prince barely escaped with days in the wilderness taking their toll on the young prince. The incident will be forgotten and the whole affair swept under the carpet.

Thus when the Blood Circle make their full on assault the characters are going to have to both saved the prince from being marked by the horror as well as saving as many of his men and the village if possible. The characters first priority must be the prince.

The attack will occur two days after the characters uncover the crazy old man, so take the time to create some tension as well as throw the characters a few false leads, or lead them on a wild goose chase. The attack will occur at sunset, when most of the villagers are retiring, and the light is bad enough to cause confusion.

The Blood Circle will strike with a force of thirty six orks, six ogres, three Blood Circle members (Gren'ta, Fe'lik and Toh) and a horror (Despairthought).

The cliff hanger for the first cantos is the showdown between the characters and the horror. Their adventure doesn't end there, as Toh will escape from the fight, but will leave the characters with a parting message.

*"You think you have won? You think this is ended? This is only the beginning my friends, and the end is yet to come!"*

### Success and the Voyage Home

The characters have succeeded in defeating a horror and have earned the respect of the Prince of Throal at the same time. If the characters want to give things a rest at this stage, Prince Neden will try and convince them that they will receive a royal reward if they return with him to Throal. He will stress the fact he has lost many good men to the Blood Circle, and wishes to enlist the characters help in exterminating them once and for all.

Once the characters have been convinced returning to Throal is a good idea, Prince Neden will be keen to leave as soon as possible. Once again he will prey on Swiftfoot's good nature and enlist his airship for the return journey to Throal. The distance between Pen'teran and Bartertown is about a

thousand miles, and will thus take the airship only about a day to travel.

No set encounters have been planned for this leg of the journey, but they can be easily included. Raiders and pirates are common, as well as a number of flying beasts. To break up the monotony of the journey, throw in a few encounters.

### Throal, Home of the Dwarves

When the characters arrive, the first thing Prince Neden will do is to take the characters to see King Valurus. Since the airship must land on the outskirts of Bartertown, their small trip will take them through Bartertown, through the Gates of Throal, down the Hall of Jothan and to the Inner Kingdom and the royal chambers. Prince Neden will be able to get the characters through any checks along the way and a personal meeting with the King. When the characters get to the king, see Ill Met by Moonlight below.

On the characters' trip, try to describe the surroundings as much as possible to build up a sense of atmosphere about the age and grandeur of Throal. Your best source of information is, of course, Throal: The Dwarf Kingdom. For a detailed description on the layout of Throal, as well as the many wondrous things the characters can see on their journey through the kingdom, see TH pages 114 - 138.

### Ill Met by Moonlight

When the characters are taken to see the King, they are immediately ushered into the Queen's private chambers for King Valurus is by his wife's side as she wastes away to nothing. The Blood Circle's hand is once again in the pot, as they have poisoned the Queen to help their plans to conquer Throal. With the Queen out of the way, only the King stand in the way of their conquest.

The only cure for the Queen's malady is a plant which only grows on the top of Throal Mountain. The Blood Circle know this also, and have managed to gain the help of an Espagra to guard the plant against any adventurers trying to seek the plant.

King Valurus will plead with the characters to get the plant, as the adventurers he has sent so far have all failed. He will offer them anything in his power (the Games Master is going to have to reign in the characters if they make absurd requests) to find the plant and bring it back. The characters are also being let into one of Barsaive's best kept secrets, that being the King himself is wasting away.

Once the characters agree, Merrox, Master of the Hall of Records, will give the characters the information necessary to find the plant. Prince Neden will once again join the characters, over the protests of his father.

If the characters need supplies or to heal up, King Valurus will assign the characters someone to buy anything they need, including booster potions to help speed their mission.

After the characters are healed and stocked up, Prince Neden will lead them out of Throal and the long arduous hike up the mountain. The characters will take a winding and treacherous path that snakes its way around the whole of the mountain, eventually reaching the peak of the mountain.

The trip should take the characters the bulk of the day and only one encounter with Chakta Birds is provided.

The path is rocky and difficult, so to add to the tension of the journey, make the characters make a few dexterity tests to see if they can successfully climb the terrain. Extra encounters can be included, but this episode has been kept short and snappy to build up the tension and to emphasize the desperation with which the plant is needed.

Once the characters have reached the top, they are going to have to find the plant. Don't make it easier for the characters; force them to search for a while before someone stumbles upon the plant. Once they have discovered the plant, they will realize that they are not alone. For the plant has a guardian, an Espagra.

Once the characters have defeated the Espagra they will activate a message left behind by one of the Blood Circle members. The message is from Kesnok, and was recorded in the eventuality that the characters did in fact succeeded in killing the Espagra.

*The air in front of you shimmers, resolving itself into the shape of a glowing blue figure. Hidden beneath the folds of a cloak, you cannot discern any features of this figure, except it is of medium height and build.*

*"If you are viewing this message it means you have defeated my guardian, and foiled my plans. This is the last warning I will give to the people of Barsaive. The Blood Circle will be triumphant, even if we have to drown Throal in a river of blood."*

*The figure turns as if to leave but pauses. Half turned, it continues.*

*"If by some strange fate it is my old adversaries viewing this message, those who defeated my obsidimen in the Stone Citadel and the plains, and thwarted my plans in Blood Wood . . . be especially warned. When we met anon it will be for the very . . . last . . . time."*

### Return to Throal

The character's return journey to Throal should once again take the bulk of a day, so the characters are going to have to sleep somewhere on Throal Mountain for the night. Their best plan of attack would be to search for a cave or a similar place to bunk down for the night.

When dawn comes the characters can continue on with their desperate journey back to the King. Prince Neden, who joined the characters on their journey, will get the characters straight through all the administrative red tape and straight back to the side of the Queen.

The Royal Healer will accept the plant graciously and will immediately set to work in fixed the antidote. After ten minutes the antidote is finished and administered. If the characters are still watching they will notice and almost immediate recovery on the part of the Queen. Though still weak, she will thank the characters profusely.

The King at this stage will thank the characters profusely, and reward the characters with a sum of money and a few magical items at the Games Master's discretion. While rewarding the characters, the King will ask a boon of them. He is livid with rage that someone would stoop to attack his wife, and will plead with the characters to investigate the poisoning.

He will also take the characters into his study to discuss the Blood Circle and their activities. He will be as insisting as Alachia (see Blood Wood for details) on the information the characters provide, more out of curiosity than paranoia.

Once the characters accept, move on. If the characters do not accept, it is up to the Games Master to guide them in the right direction, or end the adventure here.

### Investigation

There are a number of ways the characters can go about investigating the poisoning of the Queen. The following is just a list of suggestions:

**1.** The characters first line of questioning should be to find out all they can about the

poisoning from the King himself. He will tell the characters that the Queen was suddenly struck down by an illness that the royal healer didn't see coming. After examining the Queen he came to the conclusion that the Queen had been poisoned by Ja'freet. He knows little of the plant, except the symptoms of being poisoned by the plant.

**2.** Next the characters are going to want to find out more about the plant. They should find an herbalist who can identify and describe Ja'freet. The herbalist will tell the characters that Ja'freet is normally administered by burning the plant and letting the victim inhale the poisonous fumes. This method is less dangerous, as the victim will not die immediately (pointing the finger at the poisoner).

**3.** The characters are next going to try and find out who would know about Ja'freet and its affects. The herbalist would be able to make a list of about twelve names of people who know of Ja'freet and its effects including the herbalist and the royal physician. To cut the list down, the characters will discover only three people would have had access to the inner sanctum of the royal chambers, the royal physician, Heramtoia the merchant and Jun'ka an amateur botanist and one of the King's servants. The only one to have direct access to the Queen's chambers is Jun'ka and the royal physician.

**4.** It was in fact Jun'ka who poisoned the Queen, but he was under the influence of Heramtoia at the time. The characters will be able to search Jun'ka's quarters and find a quantity of the plant there which should confirm the character's suspicions. If they explore further, however, they will discover that he knows nothing of the plants or the deed, but has a number of gold coins that he should not possess considering he is a servant and receives little in the way of wages.

**5.** The characters will now have to investigate the royal physician or Heramtoia. As soon as the characters decide to investigate Heramtoia, the real perpetrator of the crime, go to Shadow below. Cast a few suspicions on the royal physician, but the King and Prince Neden will quickly vouch for his integrity and loyalty to the royal family.)

### Shadow

As was mentioned above, the characters have been shadowed by an assassin the whole time they were investigating the Queen's poisoning. Heramtoia, the prisoner, lives in a nice part of the Inner Cities being a well-to-do merchant as well as dealer in illegal substances. When the characters arrive at his combination shop/home they will find the door open and the inside of the building ransacked. Waiting for the characters inside is the assassin hired by Kesnok to eliminate the characters once and for all.

*The door lies open, swinging almost imperceptibly in the slight breeze gliding through the dome. As you enter you notice the interior of the building is dark. Items lay scattered on the floor. Books, jars, and other objects have been strewn from one corner to the next.*

*From the corner of the room, a shadow detaches itself and glides forward. As it approaches nearer you can tell it is a humanoid figure, one hand holding a blade of some sort.*

*"Kesnok has marked you for death."*

*With those words the figure rushes forward.*

### Lead by the Nose

After defeating the assassin, the characters should try and determine why the assassin ransacked the place. In Heramtoia's abode they will find documents that will lead the characters to believe he was a Blood Circle agent. The documents are communications

between the merchant and Kesnok himself.

The characters are going to have to read through most of the letters to get to the really juicy ones which spell out how Kesnok intends to kill the king when he appears publicly for the first time in six months. This will both demonstrate the power of the Blood Circle and pave the way for Prince Neden to take the throne.

When the characters discover this incriminating piece of evidence, they will notice the building is on fire and all the exits have been blocked. A favorite tactic of the Blood Circle, Kesnok stationed a man outside to deal with the characters if the Hand of the Blood Circle failed. The characters are going to have to get out of the building in a hurry, or they will be burnt to death. The fire brigade has been detained, so the characters can't look for salvation there.

### Winner Takes All

After the characters have escape from the fire, they are going to have to find where the King is giving his speech and get there in a hurry. This part of the adventure is crucial. To increase the tension and enjoyment for the characters, describe in minute detail the people surrounding the characters as they try to desperately arrive in time.

## Epilogue

### The End

When the characters arrive at the Royal Auditorium they will find it is packed by dwarves eager to see their ruler for the first time in months. The characters are going to have to find a way into the Auditorium, but once they do they will sport Kesnok almost immediately, their eyes drawn to him.

Once they have spotted him, he will spot them and rush towards the stadium where the king is just arriving. The characters must reach the podium in time and defeat Kesnok before he can wreak havoc.

### Of Treasure, Loose Ends and Farewells

Once the characters have defeated Kesnok, the whole Auditorium will fill with a huge roar of approval. Reward the characters appropriately for getting this far with both Legend Points and treasure from the King. This is left to the discretion of the Games Master

## Characters & Creatures

All the characters statistics have been placed in the back of the book in the characters section.

- Chakta Birds
- Ceren
- Despair Thought
- Esparga
- Fe'lik
- Gren'ta
- Kesnok
- Nybik
- Orks
- Ogers
- The Hand of the Blood Circle
- Toh

## Background Information

All the characters statistics have been placed in the back of the book in the characters section.

For more information on the Orks, including statistics, refer to pages 307 - 308 of ED.

For more information on the Ogres, including statistics, refer to page 307 of ED.

For more information on the Chakta Birds, including statistics, refer to page 289 of ED.

For more information on the Despair Thoughts, including statistics, refer to page 301 of ED.

For more information on the Espagra,

including statistics, refer to page 295 of ED.

## The Blood Circle

The Rising Force in Barsaive

Ever since the scourge wiped the slate clean for Barsaivians, there have been two major forces operating in the area: the benevolent Throal and the malevolent Thera (depending on whose propaganda you're listing to, of course). There have been a number of smaller, yet influential, powers operating as well: the elven court of Blood Wood; the city-states of Batertown, Haven, Iopos, Jerris, Kratas, Travar and Urupa; and the major T'skrang trading houses of the Serpent River. The balance is going to be shifted as a new player has entered the fray, a fray not content to be a minor or even major force. The Blood Circle wants to be the force in Barsaive.

Little is known about The Blood Circle, as their leader (Kesnok) believes that revealing the intentions of The Blood Circle too early could be disastrous for their plans. Rumor and speculation suggests that the Blood Circle is a splinter group of Theran Nobles who believe that the Therans conquest of Barsaive was proceeding too slowly. Others believe they are a group of magicians who played with Blood Magic too long, and are now horror touched and crazed. Whatever their origins may be, the Blood Circle has grown from a group of ambitious wizards into a political force to be reckoned with.

Their growth has not been astronomical, as Kesnok believes in patience and caution, not wanting rival groups the chance to inject spies or counter-agents within his organization. To this end he divided the Blood Circle up into twenty sects of twelve members each, controlled by the Blood Sect consisting of the six most powerful members of the Blood Circle. The twenty sects know nothing of the other's existence other than the fact there are other Blood Circle members. Each sect operates as a separate entity, with commands and information being passed on by a very tight and mysterious information net originating from the Blood Sect. Only the Blood Sect knows of all the other Blood Circle members and their activities.

The Blood Circle received their name from the fact that the all members of the Blood Sect practice large amounts of Blood Magic, a trend which is spreading to the other sects. The Blood Sect all make Blood Oaths to each other to seal their loyalty, tie their destinies together and enhance their power. Their use of both Blood Magic and Raw Magic has led a lot of rumors to spread about their sanity as well as the possibility that they might be horror touched.

Whatever their origin, present state or future aspirations the Blood Circle is a new force in the political arena of post-Scourge Earthdawn.

# GAME INFORMATION

*This section provides all character, and creature information present online at the time of this archive. Not all characters and creatures mentioned in the adventure series can be located here. Some have been lost over time. All stats are for Earthdawn 1st Edition.*

## Characters

### Berek

Berek is a well-to-do merchant, who enjoys traveling Barsaive and meeting new and interesting people. He enjoys the t'skrang people most of all, especially their spiced wine and fish.

He is a jovial man, with a quick wit and a light candor. He enjoys talking, telling tales and swapping information. He believes these are the times to be living in.

Attributes
Dexterity (10): 5/D8
Strength (9): 4/D6
Toughness (11): 5/D8
Perception (14): 6/D10
Will Power (12): 5/D8
Charisma (16): 7/D12
Movement
Full: 50
Combat: 25
Skills
Animal Handling (4): 9/D8 + D6
Bribery (5): 12/2D10
Conversation (4): 11/D10 + D8
Etiquette (3): 10/D10 + D6
Forgery (2): 7/D12
Knowledge/Barsaive Geography (3): 9/D8 + D6
Knowledge/Caravans (4): 10/D10 + D6
Read/Write [human, ork, T'skrang, troll, dwarf] (5): 11/D10 + D8
Trading (7): 14/D20 + D4
Equipment
Absorb Blow Charm
Dagger
Healing Potions (2)
Broadsword
Leather Armor
Quill and Ink
Sheets of Paper (12)
Wealthy Traveler's Garb
Damage
Unconsciousness Rating: 32
Wound Threshold: 8
Death Rating: 24
Recovery Tests/Day: 2
Recovery Dice: D8
Combat
Physical Defense: 6
Spell Defense: 8
Social Defense: 9
Amour: 3
Mystic Amour: 1
Initiative

## Ceren

Ceren is a Questor of Jaspree, and has worshiped the Passion of Nature for most of his life. Ceren is a soft-spoken t'skrang, who enjoys living outdoors and exploring new and interesting places.

He is not a violent man by nature, but will help out if necessary. Above all he believes his mouth can get him out of most problems.

Ceren is a Third Circle Elementalist Adept.

Attributes
Dexterity (14): 6/D10
Strength (13): 6/D10
Toughness (14): 6/D10
Perception (14): 6/D10
Will Power (14): 6/D10
Charisma (14): 6/D10
Movement
Full: 65
Combat: 33
Skills
Legends and Heroes (2): 7/D12
Carving (1): 7/D12
Read/Write [Dwarf] (1): 7/D12
Equipment
Traveler's Garb
Four Weeks Worth of Rations
Padded Leather
Quarterstaff
Dagger
Adventure's Kit
Paper (12)
Oil and Ink
Healing Potion (2)
Talents
Air Speaking (3): 9/D8 + D6
Durability (3): 3/D4
Elemental Tongues (3): 9/D8 + D6
Fire Heal (3): 9/D8 + D6
Karma Ritual (3): 3/D4
Read and Write Language (3): 9/D8 + D6
Read and Write Magic (3): 9/D8 + D6
Spell Matrix (3): 3/D4
Spell Matrix (3): 3/D4
Spell Matrix (3): 3/D4
Spellcasting (4): 10/D10 + D6
Thread Weaving (3): 9/D8 + D6
Damage
Unconsciousness Rating: 10
Wound Threshold: 28
Death Rating: 36
Recovery Tests/Day: 3
Recovery Dice: D10
Combat
Physical Defense: 8
Spell Defense: 8
Social Defense: 8
Armor: 4
Mystic Armor: 2
Initiative
Dice: D10
Spells

First Circle: Earth Blend, Earth Darts, Flame Weapon, Plant Talk, Resist Fire,

Second Circle: Gills, Ice Spear, Path Home, Stick Together,

Third Circle: Plant Feast, Puddle Deep, Sky Lattice

**Dariinaeus**

All his life, Dariinaeus had wanted to sail the Serpent River, and so at a very young age he stowed aboard a T'skrang River boat. The captain of the boat saw something in him which no one else could, and let him stay aboard.

He quickly climbed the ranks, and after three years serving as the captain's bosun, Dariinaeus decided to strike off on his own. With a bit of luck, he managed to get the captaincy of the Swiftwater, owned by an old friend, and so finally he has his wish to travel up and down the Serpent River.

Dariinaeus is a Second Circle sword master Adept.

Attributes
Dexterity (19): 8/2D6
Strength (15): 6/D10
Toughness (14): 6/D10
Perception (12): 5/D8
Will Power (11): 5/D8
Charisma (14): 6/D10
Movement
Full: 90
Combat: 45
Skills
Runic Carving (1): 7/D12
Ancient Weapons (1): 6/D10
T'skrang Lore (1): 6/D10
Equipment
Adventure's Kit
Broadsword
Carving Tools
Dagger
Footman's Shield
Hardened Leather Armor
1 Week Worth of Trail Rations
Traveler's Garb
2 Copper Pieces
2 Silver Pieces
Talents
Avoid Blow (1): 9/D8 + D6
Karma Ritual (1)
Maneuver (1): 9/D8 + D6
Melee Weapons (3): 11/D10 + D8
Taunt (1): 9/D8 + D6
Wound Balance (1): 9/D8 + D6
Damage
Wound Threshold: 10
Unconsciousness Rating: 28
Death Rating: 36
Recovery Tests/Day: 3
Recovery Dice: D10
Combat
Physical Defense: 10
Spell Defense: 7
Social Defense: 8
Armor: 8
Mystic Armor: 1
Initiative
Dice: D10

**Fe’lik**

Fe'lik believes in power. There is nothing she wants more than to lead her people, the dwarves, onto glory. She likes the idea of Throal ruling the world, but believes the dwarves of Throal too weak to accomplish such a task.

Fe'lik is a third Circle Elementalist adept.
Attributes
Dexterity (13): 6/D10
Strength (15): 6/D10
Toughness (15): 6/D10
Perception (18): 7/D10
Will Power (15): 6/D10
Charisma (9): 4/D10
Movement
Full: 54
Combat: 27
Skills
Artisan/Embroidery (2): 6/D0
Knowledge/The Horrors (2): 9/D8 + D6
Knowledge/The Horrors (2): 9/D8 + D6
Equipment
Adventurer's Kit
Booster Potion
Club
2 Daggers
Embroided robe
Embroidery kit
Grimoire
Leather armor
1 week’s worth of trail rations
Traveler’s garb
3 gold pieces
Talents
Air Speaking (3): 10/D10 + D6
Durability (3)
Elemental Tongues (3): 10/D10 + D6
Fire Heal (3): 7/D12
Karma Ritual (3)
Read and Write Language (3): 10/D10 + D6
Read and Write Magic (3): 10/D10 + D6
Spell Matrix (3)
Spell Matrix (3)
Spell Matrix (3)
Spellcasting (4): 11/D10 + D8
Thread Weaving (3): 10/D10 + D6
Damage
Unconsciousness Rating: 38
Wound Threshold: 10
Death Rating: 40
Recovery Tests/Day: 3
Recovery Dice: D10
Combat
Physical Defense: 7
Spell Defense: 10
Social Defense: 6
Armor: 3
Mystic Armor: 2
Initiative
Dice: D10
Spells
First Circle: Earth Blend, Earth Darts, Flame Weapon, Plant Talk, Resist Fire,
Second Circle: Gills, Ice Spear, Path Home, Stick Together,
Third Circle: Plant Feast, Puddle Deep, Sky Lattice

## Gek

Gek, unlike other Kaer leaders, earned his place on the council, rather than inheriting it. Son of a farmer, Gek was no stranger to hard work. His hard work extended to others' farms, and he became a rock the community was founded on. It was his dedication to his people that caught the eye of the previous Kaer leader, Therac, who offered him his position. Gek declined at first until he was convinced by his father that he could best serve his people as their leader.

Though not the most intelligent of men, Gek is a solid practical man with a good head on his shoulders. His powerful presence is looked upon almost in awe by the people of the Kaer.

Gek is a First Circle warrior Adept.
Attributes
Dexterity (14): 6/D10
Strength (13): 6/D10
Toughness (18): 7/D12
Perception (8): 4/D6
Will Power (17): 7/D12
Charisma (13): 6/D10
Movement
Full: 33
Combat: 65
Skills
Poetry (1): 7/D12
Troll History (2)
Equipment
Adventurer's Kit
Broadsword
Dagger
Four Weeks Worth of Rations
Hardened Leather
Traveler’s Garb
Talents
Acrobatic Strike (2): 8/2D6
Air Dance (1): 7/D12
Karma Ritual (1)
Melee Weapon (3): 9/D8 + D6
Unarmed Combat (2): 8/D12
Wood Skin (1): 8/D12
Damage
Unconsciousness Rating: 34
Wound Threshold: 12
Death Rating: 42
Recovery Tests/Day: 3
Recovery Dice: D12
Combat
Physical Defense: 8
Spell Defense: 5
Social Defense: 7
Armor: 5
Mystic Armor: 0
Initiative
Dice: D8

## Gren‘ta

Gren'ta is a human with a perverse sense of humor. Having spent so many years around dead and dying people as a Questor of Jaspree, then around spirits as a nethermancer, has made Gren'ta a morbid fellow. Gren'ta lost his will years ago, and now follows whoever will pay him any attention.

Gren'ta is a third circle nethermancer adept.

Attributes
Dexterity (12): 5/D8
Strength (11): 5/D8
Toughness (13): 6/D10
Perception (18): 7/D12
Will Power (15): 6/D10
Charisma (13): 6/D10
Movement
Full: 57
Combat: 29
Skills
Artisan/Embroidery (2): 8/2D6
Knowledge/Magical Lore (2): 9/D8 + D6
Knowledge/Scourge History (2): 9/D8 + D6
Equipment
Adventurer's Kit
Booster Potion
2 Daggers
Embodied Robe
Embroidery Kit
Grimoire
Knife
Leather Armor
Quarterstaff
Sling
Traveler’s Garb
4 gold pieces
Talents
Astral Sight (3): 10/D10 + D6
Durability (3)
Frighten (3): 9/D8 + D6
Karma Ritual (3)
Nethermancy (Thread Weaving) (3): 10/D10 + D6
Read and Write Language (3): 10/D10 + D6
Read and Write Magic (3): 10/D10 + D6
Spell Matrix (3)
Spell Matrix (3)
Spell Matrix (3)
Spellcasting (4): 11/D10 + D8
Taunt (3): 9/D8 + D6
Damage
Unconsciousness Rating: 36
Wound Threshold: 9
Death Rating: 47
Recovery Tests/Day: 2
Recovery Dice: D10
Combat
Physical Defense: 7
Spell Defense: 10
Social Defense: 7
Armor: 4
Mystic Armor: 2
Initiative
Dice: D8
Spells

First Circle:, Bone Dance, Chilling Circle, Dry and Wet, Experience Death, Putrefy, Spirit Grip

Second Circle: Bone Circle, Ethereal Darkness, Life Circle of One, Repel Animal, Shield Mist

Third Circle: Death's Head, Grave Message, Pack Bags, Pain,

**Hrun**

Hrun is a wanderer and a dreamer, and his family is the rock from which he anchors his life. When the characters killed his brother in Hidden Kaer, the strength of that rock disappeared. Such turmoil is alien to Hrun, and so the only way he knew how to deal with it was to kill the characters.

Hrun is a first warrior adept.
Attributes
Dexterity (13): 6/D10
Strength (20): 8/2D6
Toughness (15): 6/D10
Perception (9): 4/D6
Will Power (7): 4/D6
Charisma (14): 6/D10
Movement
Full: 70
Combat: 35
Skills
Wilderness Survival (2)
Body Painting
Read/Write: Dwarf, Ork
Equipment
Adventurer's Kit
Four Weeks Worth of Rations
Padded Leather Armor
Short Sword
Traveler's Garb
Talents
Acrobatic Strike (1): 7/D12
Air Dance (1): 7/D12
Karma Ritual (1)
Melee Weapon (4): 10/D10 + D6
Unarmed Combat (2): 8/2D6
Wood Skin (1): 7/D12
Damage
Unconsciousness Rating: 29
Wound Threshold: 10
Death Rating: 38
Recovery Tests/Day: 3
Recovery Dice: D10
Combat
Physical Defense: 8
Spell Defense: 5
Social Defense: 9
Armor: 0
Mystic Armor: 0
Initiative
Dice: D10

**Ironfist**

Ironfist is the Chief of the Stonehearts. He is a model troll, honorable, brilliant warrior and a fantastic leader. Some say Ironfist has lead a charmed life, he would not disagree. He received his name when he killed his first animal with his bare fists, crushing its windpipe with his hands. He is a soft-spoken troll, but his voice carries power.

Ironfist is a Fifth Circle warrior Adept.
Attributes
Dexterity (12): 5/D8
Strength (22): 9/D6 + D8
Toughness (16): 7/D12
Perception (11): 5/D8
Will Power (12): 5/D8
Charisma (12): 5/D8
Movement
Full: 57
Combat: 29
Skills
Wilderness Survival (2): 7/D12
Body Painting (1): 6/D10
Read/Write [Dwarf] (1): 6/D10
Equipment
Adventurer's Kit
Four Weeks Worth of Rations
Ring Mail
Two-Handed Sword
Traveler's Garb
Talents
Acrobatic Strike (5): 10/D10 + D6
Air Dance (4): 9/D8 + D6
Anticipate Blow (5): 10/D10 + D6
Avoid Blow (5): 10/D10 + D6
Down Strike (5): 17/D20 + D10
Durability (5)
Karma Ritual (4)
Melee Weapon (7): 13/D12 + D10
Thread Weaving [War] (5): 10/D10 + D6
Throwing Weapons (5): 10/D10 + D6
Tiger Spring (5): 5/D8
Unarmed Combat (4): 9/D8 + D6
Wood Skin (4): 11/D10 + D8
Damage
Unconsciousness Rating: 61
Wound Threshold: 9
Death Rating: 79
Recovery Tests/Day: 2
Recovery Dice: D8
Combat
Physical Defense: 9
Spell Defense: 7
Social Defense: 7
Armor: 6
Mystic Armor: 1
Initiative
Dice: D4

**Jesebelle**

Jesebelle inherited her position from her father, another Kaer leader. She has never seen the sun, but dreams of the day when she can run through the grass.

Jesebelle is a strong-willed woman with a keen mind, and often spars with Mytrl. Her almost bully-like personality often causes her to conflict with other members of the Kaer, and Gek is said to be her calmer half. Though some say Gek and Jesebelle would make a perfect couple, Jesebelle spurns the idea as much as it would please her to marry him.

Jesebelle is a First Circle beast master Adept.

Attributes
Dexterity (11): 5/D8
Strength (13): 6/D10
Toughness (6): 3/D4
Perception (15): 6/D10
Will Power (16): 7/D12
Charisma (15): 6/D10
Movement
Full: 27
Combat: 54
Skills
Acting (1): 7/D12
Wild Animals (2)
Equipment
Adventurer's Kit
Broadsword
Dagger
Four Weeks Worth of Rations
Hardened Leather
Traveler’s Garb
Talents
Animal Bond (2): 8/2D6
Claw Shape (1): 10/D10 + D6
Dominate Beast (1): 7/D12
Karma Ritual (1)
Tracking (2): 8/2D6
Unarmed Combat (3): 8/2D6
Damage
Unconsciousness Rating: 17
Wound Threshold: 6
Death Rating: 26
Recovery Tests/Day: 1
Recovery Dice: D4
Combat
Physical Defense: 7
Spell Defense: 8
Social Defense: 8
Armor: 5
Mystic Armor: 0
Initiative
Dice: D8

## Kesnok

Kesnok, a human born of Theran parents, is the leader and creator of the Blood Circle. Disgruntled with Thera's lack of conviction in retaking Barsaive, Kesnok intends to take Barsaive for his own before setting eyes on his homeland. Kesnok believes only in power.

Kesnok is a seventh circle wizard adept.
Attributes
Dexterity (12): 5/D8
Strength (8): 4/D6
Toughness (10): 5/D8
Perception (13): 6/D10
Will Power (15): 6/D10
Charisma (11): 5/D8
Movement
Full: 57
Combat: 29
Skills
Artisan/Embroidery (6): 11/D10 + D8
Knowledge/Creature Lore (6): 12/2D10
Knowledge/Magical Lore (6): 12/2D10
Equipment
Adventurer's Kit
Wealthy Traveler's Garb
Four Weeks Worth of Rations
Troll Sling
Mace
Padded Armor
20 Gold Pieces
Talents
Arcane Mutterings (6): 12/2D10
Arcane Sight (6): 12/2D10
Book Memory (6): 12/2D10
Book Recall (6): 12/2D10
Durability (7)
Enhanced Matrix (6)
Evidence Analysis (6): 12/2D10
Hold Thread (4): 10/D10 + D6
Karma Ritual (7)
Lip Reading (6): 11/D10 + D8
Melee Weapons (3): 8/2D6
Read and Write Language (6): 12/2D10
Read and Write Magic (6): 12/2D10
Speak Language (6): 12/2D10
Spell Casting (6): 12/2D10
Spell Matrix (6)
Spell Matrix (6)
Spell Matrix (6)
Thread Weaving (Wizardry) (6): 12/2D10
Willforce (6): 12/2D10
Damage
Unconsciousness Rating: 43
Wound Threshold: 8
Death Rating: 59
Recovery Tests/Day: 2
Recovery Dice: D8
Combat
Physical Defense: 7
Spell Defense: 8
Social Defense: 7
Armor: 2
Mystic Armor: 2
Initiative
Dice: D8
Spells
First Circle: Astral Sense, Crushing Will, Dispel Magic, Divine Aura, Flame Flash, Ignite, Mind Dagger, Wall Walker

Second Circle: And His Money, Astral Shield, Clean, Dodge Boost, Rope Ladder, Vines

Third Circle: Leaps and Bounds, Levitate, Quicken Pace, Notice Not, Seeking Sight, Shatter Light

Fourth Circle: Ball of String, Dust Devil, Inventory, Relax, Thorny Retreat

Fifth Circle: Mage Armor, Makeshift Missile, Slow, Solo Fight

Sixth Circle: Doom Missile, Razor Orb, Sleep

## Lou

Lou is a terrified worshipper of the mad passion. He only does what he does not out of loyalty but of fear, for if he fails in his task, the Invae have promised to turn him into one of them.

Lou only wanted to be a sailor, but got mixed up in Chorrolis through his friends. Ever since he has not been able to get himself untangled, and so must live a life of fear.

Lou is a First Circle thief Adept.

Attributes
Dexterity (17): 7/D12
Strength (15): 6/D10
Toughness (14): 6/D10
Perception (11): 5/D8
Will Power (11): 5/D8
Charisma (14): 6/D10
Movement
Full: 65
Combat: 33
Skills
Local History (Serpent River) (2): 6/D10
Poetry (1): 7/D12
Read/Write [Dwarf] (1): 6/D10
Equipment
15 Light Crossbow Quarrels
Adventure's Kit
Dagger
Four Weeks Worth of Rations
Light Crossbow
Oil, Burning Flask
Padded Leather
Quarterstaff
Short Sword
Throwing Daggers
Traveler's Garb
Talents
Climbing (1): 8/D6
Karma Ritual (2): 1/D4 - 1
Lock Pick (1): 8/2D6
Melee Weapons (1): 8/2D6
Picking Pockets (1): 8/2D6
Silent Walk (1): 8/2D6
Surprise Strike (2): 9/D8 + D6
Damage
Unconsciousness Rating: 10
Wound Threshold: 28
Death Rating: 36
Recovery Tests/Day: 3
Recovery Dice: D10
Combat
Physical Defense: 8
Spell Defense: 7
Social Defense: 8
Armor: 4
Mystic Armor: 2
Initiative
Dice: D10

**Mytrl**

Mytrl, like many of the inhabitants of Kaer Scol, can not remember the sky nor the sun. In fact Mytrl has seen neither. His entire life has been spent underground in the Kaer. So Mytrl dedicated his life to the protection and preservation of his people, learning all he could to combat the horrors.

Mytrl is young however, though he tries to put on wise airs. He has a keen mind, but it his discipline and strength of character which most people admire. He has never been afraid to speak his mind and often does.

Mytrl is a Second Circle wizard Adept.
Attributes
Dexterity (15): 6/D10
Strength (14): 6/D10
Toughness (15): 6/D10
Perception (10): 5/D8
Will Power (13): 6/D10
Charisma (14): 6/D10
Movement
Full: 35
Combat: 70
Skills
Runic Carving (1): 7/D12
Horror Lore (2)
Equipment
Adventurer's Kit
Quarterstaff
Dagger
Four Weeks Worth of Rations
Padded Cloth Armor
Robe
Talents
Durability (2)
Evidence Analysis (2): 7/D12
Karma Ritual (3)
Read and Write Magic (3): 8/2D6
Spell Casting (3): 8/2D6
Spell Matrix (3)
Spell Matrix (3)
Spell Matrix (3)
Thread Weaving (3): 8/2D6
Damage
Unconsciousness Rating: 35
Wound Threshold: 10
Death Rating: 46
Recovery Tests/Day: 3
Recovery Dice: D10
Combat
Physical Defense: 8
Spell Defense: 6
Social Defense: 8
Armor: 2
Mystic Armor: 0
Initiative
Dice: D10
Spells
First Circle: Astral Sense, Dispel Magic, Ignite
Second Circle: Astral Shield

**Nybik**

Nybik is a wander and traveler, and has been for most of his life. He journeys from place to place exploring the world and seeing what there is to see. Vors, however, is his home and he returns often top tell tales and see how the world fairs. He spreads news and helps to restore some of the traveler's lodge.

He is a fun-loving windling who enjoys adventure. He has a quick wit and a ready smile.

Nybik is a Third Circle thief Adept.
Attributes
Dexterity (18): 7/D12
Strength (11): 5/D8
Toughness (11): 5/D8
Perception (12): 5/D8
Will Power (11): 5/D8
Charisma (16): 7/D12
Movement
Full: 50 (100)
Combat: 25 (50)
Skills
Local History (Vors) (2): 6/D10
Poetry (1): 7/D12
Read/Write [Dwarf] (1): 6/D10
Equipment
15 Light Crossbow Quarrels
Adventurer's Kit
Dagger
Four Weeks Worth of Rations
Light Crossbow
Oil, Burning Flask
Padded Leather
Short Sword
Throwing Daggers
Traveler's Garb
Talents
Avoid Blow (3): 10/D10 + D6
Climbing (3): 10/D10 + D6
Durability (3)
Karma Ritual (3)
Lock Pick (3): 10/D10 + D6
Lock Sense (3): 8/D10 + D6
Melee Weapons (3): 10/D10 + D6
Picking Pockets (3): 10/D10 + D6
Silent Walk (3): 10/D10 + D6
Surprise Strike (3): 10/D10 + D6
Damage
Unconsciousness Rating: 36
Wound Threshold: 8
Death Rating: 47
Recovery Tests/Day: 2
Recovery Dice: D8
Combat
Physical Defense: 10
Spell Defense: 7
Social Defense: 9
Armor: 4
Mystic Armor: 0
Initiative
Dice: D12

**Sterox**

Sterox inherited the River Heart from his father, and though at first Sterox was resentful at being lumbered with the boat, he soon found it enjoyable. Sterox, as a little child, wanted to be a great adventurer. The boat however changed that, as he found that traveling up and down the Serpent River even more exciting. Now he can think of nothing he would want more.

Sterox is a purple crested t'skrang from House Dorvon, He is a poet and romantic at heart and enjoys telling tales and spinning yarns. He loves a good fight, and wants to see the world.

Sterox is a Second Circle sword master Adept.

Attributes
Dexterity (19): 8/2D6
Strength (15): 6/D10
Toughness (14): 6/D10
Perception (12): 5/D8
Will Power (11): 5/D8
Charisma (14): 6/D10
Movement
Full: 90
Combat: 45
Skills
Runic Carving (1): 7/D12
Ancient Weapons (1): 6/D10
T'skrang Lore (1): 6/D10
Equipment
Adventurer's Kit
Broadsword
Carving Tools
Dagger
Footman's Shield
Hardened Leather Armor
1 Week Worth of Trail Rations
Traveler's Garb
2 Copper Pieces
2 Silver Pieces
Talents
Avoid Blow (1): 9/D8 + D6
Karma Ritual (1)
Maneuver (1): 9/D8 + D6
Melee Weapons (3): 11/D10 + D8
Taunt (1): 9/D8 + D6
Wound Balance (1): 9/D8 + D6
Damage
Wound Threshold: 10
Unconsciousness Rating: 28
Death Rating: 36
Recovery Tests/Day: 3
Recovery Dice: D10
Combat
Physical Defense: 10
Spell Defense: 7
Social Defense: 8
Armor: 8
Mystic Armor: 1
Initiative
Dice: D10

**Swiftfoot**

All Swiftfoot has ever wanted to do is to fly among the clouds. A very sentimental wish coming from a troll, but Swiftfoot is a very strange troll. He lives for the thrill of combat in air, only feeling alive when the ground is thousands of feet below him. He is a very energetic, outgoing troll, and is generally one of the boys.

Swiftfoot is a Third Circle sky raider Adept.

Attributes
Dexterity (18): 7/D12
Strength (18): 7/D12
Toughness (16): 7/D12
Perception (9): 4/D6
Will Power (11): 5/D8
Charisma (10): 5/D8
Movement
Full: 42
Combat: 85
Skills
Barsaive Military History (1): 6/D10
Runic Carving (1): 7/D12
Troll History: 6/D10
Equipment
Adventurer's Kit
Broadsword
Carving Tools
Dagger
Four Weeks Worth of Rations
Hardened Leather
Traveler's Garb
Troll sling
Talents
Air Sailing (3): 8/2D6
Avoid Blow (3): 10/D10 + D6
Battle Shout (3): 8/2D6
Durability (3)
Fireblood (3): 10/D10 + D6
Great Leap (3): 10/D10 + D6
Karma Ritual (3)
Melee Weapons (3): 10/D10 + D6
Shield Charge (3): 10/D10 + D6
Swift Kick (3): 10/D10 + D6
Wind Catcher (3): 8/2D6
Damage
Unconsciousness Rating: 49
Wound Threshold: 11
Death Rating: 53
Recovery Tests/Day: 3
Recovery Dice: D12
Combat
Physical Defense: 10
Spell Defense: 7
Social Defense: 6
Armor: 5
Mystic Armor: 1
Initiative
Dice: D10

**Thandrel Drek**

Thandrel has always believed the obsidimen to be the best race on the face of the earth, however, his elders found such a sentiment distasteful. Unable to sway his ideas, Thandrel left to search for a place to build the power of the obsidimen. The Blood Circle seemed just the right place.

Thandrel despises other obsidimen, thinking them weak to allow themselves to serve inferior races. He does believe that they can be redeemed and will try if he has the time.

Thandrel is a third circle obsidimen warrior adept.

Attributes
Dexterity (5): 3/D4
Strength (22): 9/D6 + D8
Toughness (20): 8/2D6
Perception (12): 5/D8
Will Power (11): 5/D8
Charisma (5): 3/D4
Movement
Full: 14
Combat: 28
Skills
Obsidimen Lore (2)
Runic Carving
Read/Write: Obsidiman, Dwarf
Equipment
Adventurer's Kit
Carving Tools
Dagger
Four Weeks Worth of Rations
Traveler's Garb
Two-Handed Sword
Talents
Acrobatic Strike (4): 7/D12
Air Dance (4): 7/D12
Anticipate Blow (3): 8/2D6
Avoid Blow (3): 6/D10
Durability (3)
Karma Ritual (4)
Melee Weapon (4): 7/D12
Throwing Weapons (3): 6/D10
Tiger Spring (3): 3/D4
Unarmed Combat (7): 10/D10 + D6
Wood Skin (3): 11/D10 + D8
Damage
Unconsciousness Rating: 44
Wound Threshold: 16
Death Rating: 36
Recovery Tests/Day: 4
Recovery Dice: 2D6
Combat
Physical Defense: 10
Spell Defense: 7
Social Defense: 4
Armor: 3
Mystic Armor: 0
Initiative
Dice: D4

**Toh**

Toh is another obsidiman who believes in the old ways of his people (see Stone Citadel for more details). He believes his brethren are weak and the obsidimen were born to rule.

Toh is a fifth circle warrior adept.
Attributes
Dexterity (11): 5/D8
Strength (21): 8/2D6
Toughness (22): 9/D8 + D6
Perception (11): 5/D8
Will Power (13): 6/D10
Charisma (10): 5/D8
Movement
Full: 43
Combat: 22
Skills
Artisan/Stone Carving (3): 8/2D6
Knowledge/Ancient Weapons (2): 7/D12
Knowledge/Military History (2): 7/D12
Equipment
Adventurer's Kit
Traveler's Garb
Four Weeks Worth of Rations
Battle Axe
Body Shield
Stone-carving tools
20 Silver Pieces
Talents
Acrobatic Strike (6): 11/D10 + D8
Air Dance (4): 9/D8 + D6
Anticipate Blow (3): 9/D8 + D6
Avoid Blow (4): 8/2D6
Down Strike (4): 15/D20 + D6
Durability (3)
Karma Ritual (5)
Melee Weapons (7): 12/2D10
Thread Weaving (War Weaving) (4): 9/D8 + D6
Throwing Weapons (4): 9/D8 + D6
Tiger Spring (4)
Unarmed Combat (4): 9/D8 + D6
Wood Skin (5): 14/D20 + D4
Damage
Unconsciousness Rating: 58
Wound Threshold: 16
Death Rating: 67
Recovery Tests/Day: 4
Recovery Dice: D8 + D6
Combat
Physical Defense: 7
Spell Defense: 7
Social Defense: 6
Armor: 8
Mystic Armor: 1
Initiative
Dice: D4

# Adversaries

## Bloodlore Chief

The Chief of the Bloodlore will not fight to the death, thinking himself beneath fighting such lowly warriors as Bonehead and his companions (unless the characters are very powerful, or the Games Master thinks it is dramatically appropriate).

Attributes
Dexterity: 8
Strength: 10
Toughness: 10
Perception: 7
Will Power: 7
Charisma: 8
Initiative: 6
Number of Attacks: 1
Attack: 14
Damage: 18
Number of Spells: NA
Spellcasting: NA
Effect: NA
Physical Defense: 13
Spell Defense: 9
Social Defense: 10
Armor: 6
Mystic Armor: 3
Knockdown: 10
Recovery Tests: 4
Combat Movement: 50
Full Movement: 100
Death Rating: 51
Wound Threshold: 15
Unconsciousness Rating: 44
Legend Points: 1,000
Equipment: Adventurer's kit, ring mail armor, two-handed sword.
Loot: Twenty silver pieces.

## Bloodlore Troll

Attributes
Dexterity: 6
Strength: 8
Toughness: 8
Perception: 5
Will Power: 5
Charisma: 6
Initiative: 5
Number of Attacks: 1
Attack: 10
Damage: 14
Number of Spells: NA
Spellcasting: NA
Effect: NA
Physical Defense: 7
Spell Defense: 7
Social Defense: 7
Armor: 3
Mystic Armor: 2
Knockdown: 8
Recovery Tests: 4
Combat Movement: 30
Full Movement: 60
Death Rating: 44
Wound Threshold: 13
Unconsciousness Rating: 36
Legend Points: 75
Equipment: Adventurer's kit, leather armor, troll Sword.
Loot: Twenty silver pieces.

## River Pirates

Pirates are common up and down the Serpent River, and normally attempt hit and runs. They will not press too hard, as they know there is plenty of loot to be had throughout the river, and prefer hitting easier targets.

Attributes
Dexterity: 7
Strength: 6
Toughness: 6
Perception: 6
Will Power: 6
Charisma: 7
Initiative: 10
Number of Attacks: 1
Attack: 9
Damage: 11
Number of Spells: (1)
Spellcasting: 11
Effect: Perception
Physical Defense: 8
Spell Defense: 7
Social Defense: 7
Armor: 6
Mystic Armor: 3
Knockdown: 7
Recovery Tests: 3
Combat Movement: 35
Full Movement: 70
Death Rating: 36
Wound Threshold: 10
Unconsciousness Rating: 28
Legend Points: 100
Equipment: Padded leather armor, short sword.
Loot: None.

## Tamers

Tamers are a wild nomadic race that inhabits the Liaj Jungle. They do not take kindly to strangers and will attempt to rid themselves of the characters. The characters could befriend them, but since this involves forsaking all the trappings of civilization, the chance of this happening aren't good.

Attributes
Dexterity: 7
Strength: 6
Toughness: 6
Perception: 6
Will Power: 6
Charisma: 7
Initiative: 10
Number of Attacks: 1
Attack: 9
Damage: 9
Number of Spells: NA
Spellcasting: NA
Effect: NA
Physical Defense: 8
Spell Defense: 7
Social Defense: 7
Armor: 6
Mystic Armor: 3
Knockdown: 7
Recovery Tests: 3
Combat Movement: 35
Full Movement: 70
Death Rating: 36
Wound Threshold: 10
Unconsciousness Rating: 28
Legend Points: 100
Equipment: Club.
Loot: None.

## Terok Birds

Terok birds are scavengers by nature and act very much like vultures. They are large birds, with huge wing spans and are normally black in color. Usually these birds steer clear of river boats, but for some reason this group has been annoyed by the boat and will attack until mortally wounded.

Attributes
Dexterity: 8
Strength: 3
Toughness: 4
Perception: 6
Will Power: 7
Charisma: 8
Initiative: 8
Number of Attacks: 1
Attack: 9
Damage: 10
Number of Spells: NA
Spellcasting: NA
Effect: NA
Physical Defense: 10
Spell Defense: 8
Social Defense: 10
Armor: 0
Mystic Armor: 3
Knockdown: 6
Recovery Tests: 1
Combat Movement: 60
Full Movement: 120
Death Rating: 30
Wound Threshold: 8
Unconsciousness Rating: 21
Legend Points: 200
Equipment: None.
Loot: None.

## Thugs

The thugs will try and scare the characters if they can, but once they find they are out of their league, they will run off.

Attributes
Dexterity: 7
Strength: 6
Toughness: 6
Perception: 6
Will Power: 6
Charisma: 7
Initiative: 10
Number of Attacks: 1
Attack: 9
Damage: 11
Number of Spells: NA
Spellcasting: NA
Effect: NA
Physical Defense: 8
Spell Defense: 7
Social Defense: 7
Armor: 6
Mystic Armor: 3
Knockdown: 7
Recovery Tests: 3
Combat Movement: 35
Full Movement: 70
Death Rating: 36
Wound Threshold: 10
Unconsciousness Rating: 28
Legend Points: 100
Equipment: Padded leather armor, short sword.
Loot: None.

## Troll Raiders

Raiders are common around the Serpent Twilight Peak, and normally attempt hit and runs. They will not press too hard, as they prefer ground targets, but if the airship is being controlled by a rival trollmoot, such as this one, the raiders will thorough everything into the fight.

This ship has been sent by the Bloodlore Trollmoot, to make sure that the chances of Bonehead and his brother returning are slim. The Blood Circle wants there to be disharmony in the Twilight Peaks, and they believe that increased attacks and raids are the way to go.

Attributes
Dexterity: 7
Strength: 6
Toughness: 6
Perception: 6
Will Power: 6
Charisma: 7
Initiative: 0
Number of Attacks: 1
Attack: 9
Damage: 11
Number of Spells: (1)
Spellcasting: 7
Effect: Perception
Physical Defense: 8
Spell Defense: 7
Social Defense: 7
Armor: 6
Mystic Armor: 3
Knockdown: 7
Recovery Tests: 3
Combat Movement: 35
Full Movement: 70
Death Rating: 36
Wound Threshold: 10
Unconsciousness Rating: 28
Legend Points: 100
Equipment: Padded leather armor, short sword.
Loot: None.